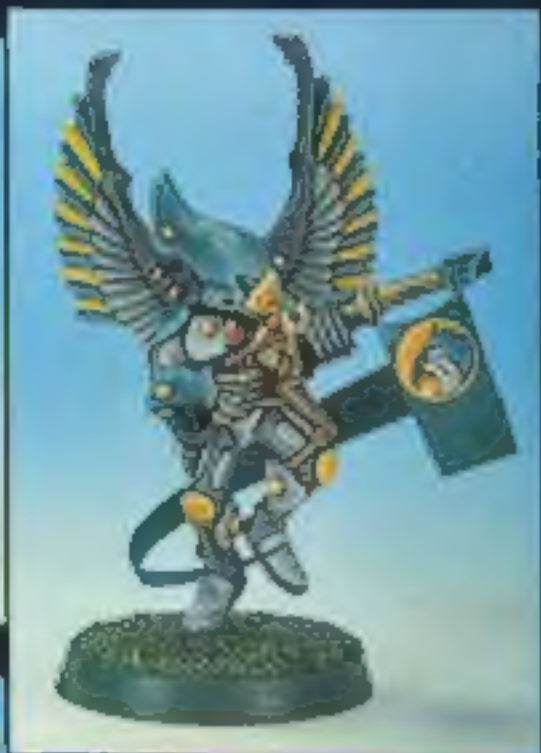


CITADELTM MINIATURES



CATALOGUE

CITADEL[®] MINIATURES

CATALOGUE

Section Four

Compiled by Simon Smith and Peter Graylish

Blood Bowl, Citadel, Dark Angels, Deathwing, Eldar, Epic, Games Workshop, Realm of Chaos, Slottabuse, Space Marine, Warhammer and White Dwarf are registered trademarks of Games Workshop Ltd.

3D Roleplay Hobby Game, Adeptus Arbites, Anvil of Doom, Arkhan the Black, Asarnen, Avatar, Baharroth, Baneblade, Banelord, Bjorn the Fell-handed, Blood Angels, Blood Reaper, Bearboy, Boseripper, Brass Scorpion, Bugman's Dwarf Rangers, Bull Centaur, Burlock Dammison, Cave Squig, Clan Eshin, Clan Moulder, Clan Pestilens, Deathclaw, Death Company, Deathmaster Snikch, Devastator, Dieter Helsenicht, Doom Blaster, Doomwheel, Doomwing, Dragon Prince of Caledor, Earthshaker Cannon, Farseer, Felix, Fire Lord, Fuegan, Gargant, Gobbla, Goff, Gorfang Rotgut, Gotrek, Great Taurus, Gretchin, Grey Seer, Groni, Gutter Runner, Hammerer, Ikit Claw, Iron Breaker, Jain Zar, Joseph Bugman, Karandras, Khorne, King Kazador, Kragg the Grim, Liche King, Long Beard, Maugan-Ra, Mighty Empires, Night Goblin, Night Goblin Clubber, Night Goblin Fanatic, Night Goblin Netter, Nurgle, Ogryn, Orc Big'un, Plague Censer Bearer, Plague Marine, Plague Monk, Psyker, Rat Ogre, Savage Orc, Screaming Bell, Shadow Sword, Silver Tower, Skarsnik, Skaven, Skrolk, Snakebites, Sneaky Gilt, Space Wolves, Squat, Squig, Squig Hopper, Stormblade, Stormhammer, Stormvermin, Thunquol, Throne of Power, Thunderers, Trollslayer, Tzeentch, Ultramarines, Titan, Mighty Empires, Ungrim Ironfist, Verminlord, Warlord Queek, Warp Spider, White Lion of Chrace and Workdeater are trademarks of Games Workshop Ltd.

Marauder is a registered trademark of Marauder Miniatures Ltd. Used with permission.

The exclusive copyright on all metal and plastic miniature designs, components and kits depicted in this catalogue is the property of Games Workshop Ltd.

All artwork in all Games Workshop products and the images contained therein have been produced either in-house or as work for hire. The exclusive copyright on the artwork and the images it depicts is the property of Games Workshop Ltd.

© Copyright Games Workshop Ltd, 1994. All rights reserved.

British Library Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

Games Workshop Ltd
Chewton Street
Hilltop, Eastwood
Nottingham
NG16 3HY

Games Workshop Inc
3431 C Benson Avenue
Baltimore
Maryland
21227-1072

A

GAMES WORKSHOP[®]
PRODUCT

ISBN: 1-872372-72-4

Product Code: 0726

Citadel Miniatures are supplied unpainted. Citadel Miniatures contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

CITADEL MINIATURES CATALOGUE – SECTION FOUR

CATALOGUE ONE

Warhammer 40,000	
Citadel Miniatures	6-141
Games Workshop	
Games	142-160

CATALOGUE TWO

Warhammer Fantasy	
Citadel Miniatures	164-334

CATALOGUE THREE

Warhammer Fantasy	
Citadel Miniatures	340-387
Warhammer 40,000	
Citadel Miniatures	389-440
Games Workshop	
Games	442-464

WARHAMMER 40,000

SPACE MARINES

Bjorn the Fell-handed	468
Blood Angels Dreadnought	470
Blood Angels Death Company	473
Jump Pack Assault Troop	473
Deathwing Terminators	474
Space Marines	475
Space Marine Devastators	476
Space Marines with special weapons	476

THE IMPERIUM

Adaptus Arbites	478
Imperial Psykers	478
Space Wolves Scout Sergeants	479
Ogryns	479

ELDAI

Elder Guardians	481
Elder Phoenix Lords:	
Karandras	482
Aurmen	482
Fuegan	482
Maugan-Ra	483
Jain Zar	483
Baharroth	483
Elder Avatar	484
Farseer	485
Eldrad Ulthran – Farseer of Ulthwé	485
Warlocks	485
Warp Spider Aspect Warriors	486
Warp Spider Exarch	486
Elder Gun Crew	487
Anti-grav Weapons Platform	487
Elder Dreadnought	488
Elder War Walker	489

ORKS

Goff Nobs	490
Goff Skarboyz	490
Gretchin	491
Snakebites	492
Snakebite Boarboyz	492

CHAOS

Nurgle Plague Marines	493
World eaters of Khorne Assault Marines	493
World eaters of Khorne	493

EPIC

CHAOS

Daemon Engines of Khorne	494
Bane Lord – Chaos Titan of Khorne	495
Tzeentch Firelord	496
Silver Towers of Tzeentch	496
Doomwing	496

THE IMPERIUM

Imperial tanks:	
Shadow Sword	498
Bane Blade	498
Stormhammer	498
Stormblade	498

SQUATS

Squat Cyclops	499
---------------	-----

ORKS

Great Gargant	501
---------------	-----

PLASTICS

Plastic shields	502
Plastic wheels	502
Plastic wolves	502
Plastic horses	503
Warhammer 40,000 plastic miniatures	504
Plastic boats	506
Plastic Skeleton Warriors	506
Plastic Dwarfs	507
Plastic Skaven	507
Warhammer 40,000 plastics	509
Plastic bases	510

WARHAMMER FANTASY

SKAVEN

Skaven Lords	511
Skaven Doomwheel	512
Skaven Screaming Bell	514
Rat Ogres	516
Verninlord	517
Grey Seer Thanquol and Bonepicker	518
Clan Moulder Packmasters	520
Gutter Runners	520
Stormvermin	521
Plague Monks	521
Plague Censer Bearers	521

CHAOS DWARFS

Chaos Dwarf Sorcerer on Lammasu	522
Chaos Dwarf Lord on Great Taurus	524
Chaos Dwarf Heroes	525
Bull Centaurs	527
Chaos Dwarf Earthshaker Cannon	528
Chaos Dwarf Rocket Launcher	529
Chaos Dwarf Command	530
Chaos Dwarf Axemen	530
Chaos Dwarf Blunderbusses	530

HOBGOBLINS

Hobgoblin Bolt Thrower	531
Hobgoblin Command	532
Sneaky Gits	532
Hobgoblin Archers	533
Hobgoblin Warriors	533
Hobgoblin Wolf Riders	534
Hobgoblin Hero on Wolf	535

THE EMPIRE

Battle Wizards	536
Mounted Battle Wizards	536
Acolytes of the Light College	536
Emperor riding the War Griffin Deathclaw	537

HIGH ELVES

Reaver Knights	538
White Lions of Chrace	538
Dragon Princes of Caledor	539

DWARFS

Dwarf Runesmith's Anvil of Doom	540
Dwarf Flame Cannon	541
Rune Lord Kragg the Grim	542
Engineer Guildmaster Burlock Damminson	542
Ungrim Ironlist – the Slayer King	543
Dwarf King Kazador	543
Dwarf King's Throne of Power	544
Dwarf Gyrocopter	546
Gotrek & Felix	547
Joseph Bugman	547
Bugman's Dwarf Rangers	547
Dwarf Slayers	549
Hammarers	550
Long Beards	550
Iron Breakers	550
Dwarf Crossbows	551
Troilslayers	552
Thunderers	552
Dwarf Miner Command	554
Dwarf Miners	554

UNDEAD

Skeleton Horsemen	555
Dieter Helsnicht on Manicore	556
Manicore	557
Ghouls	557
Zombies	558
Skeleton Command	559
Carrion	559
Mummies & Wraiths	561
Liche King's Chariot	562
Plastic Skeleton Horses	563
Wights	564
Vampire Lord	564
Necromancer	564
Ghost	564

GOBLINS & NIGHT GOBLINS

Chieftain Grom's Goblin War Chariot	565
Skarsnik & Gobbla	566
Squig Hoppers	566
Cave Squigs & Hunters	566
Night Goblin Fanatics	567
Night Goblin Clubbers & Netters	567
Goblin Wolf Riders	568
Ogres	570

ORCS & BLACK ORCS

Black Orc Command	571
Black Ors	571
Orc Command Group	572
Gorfang Rotgul	572
Orc Big'uns	572
Orc Boyz	573

SAVAGE ORCS

Savage Orc Command	574
Savage Orc Armer Boyz	575
Savage Orc Boarboyz Command	576
Savage Orc Boarboyz	576

MIGHTY EMPIRES

ARCANE ARCHITECTURE	578
---------------------	-----

ARMIES

GAMES & BOXED SETS	579
--------------------	-----

GAMES & BOXED SETS

Warhammer 40,000	584
Dark Millennium	585
Codex – Space Wolves	586
Codex – Eldar	587
Heavy Metal Painting Guides	588
Warhammer Armies – Undead	589
Warhammer Armies – Dwarfs	590
Warhammer Armies – Skaven	591
Citadel Miniatures Catalogues	592

Welcome to the fourth Citadel Catalogue, a comprehensive update of the latest metal and plastic Citadel miniatures, plus all the most recent Games Workshop games and supplements.

Citadel Miniatures

Citadel Miniatures manufacture the largest range of high quality metal and plastic gaming miniatures in the world. Our Citadel designers work alongside the Games Workshop game designers ensuring that all our models are suitable for use by collectors, modellers and everyone who plays Games Workshop games.

Everybody involved with the design of one of our new miniatures is a keen gamer - from the person who develops the initial concept, through the designer of the original model to the guy who does the final casting in white metal. Citadel miniatures are made by gamers for gamers. Along every step of the way, the miniatures are carefully examined to make sure that they are as perfect as possible.

The Citadel Catalogues

The first Citadel Catalogue was separated into two sections: Warhammer 40,000 and Warhammer Fantasy miniatures, along with a comprehensive games listing. Sections Three and Four update both these major ranges, and also include Epic scale miniatures, plastics, and the latest Games Workshop games.

To make it easy to find what you need, we've divided the catalogue into sections - Warhammer 40,000, Warhammer Fantasy and Epic. Each section is broken down into specific ranges. The Warhammer 40,000 section of the Fourth Catalogue contains the latest Eldar and Space Marines releases, for example.

We have tried to make the Citadel Catalogues into the most complete reference source for Citadel miniatures ever by presenting every single miniature possible in all its glory. These catalogues are an invaluable aid to anybody who collects Citadel miniatures, allowing you to plan your next purchases and find exactly the right model for your army.

We have attempted to show every model at actual size and with all its individual components so that you can choose the exact miniatures or parts you require.

Where appropriate, each model has been shown on a plastic slottabase of the correct size for use in our games. When you buy a model you'll automatically get the correct size slottabase you need. 'Flying' models come with a clear plastic flying base.

Many of our models now come with separate plastic arms, weapons, shields or horses, which allows you to customise your miniatures. Where possible, we've illustrated these extras on the same page, or given examples of the completed models. The correct sprues will always be included when you buy your models.

Multi-piece models

Some of our more complicated models are made of a large number of pieces. So that you can see exactly what you get with these models, we have illustrated each component separately as well as showing the completed model. We have also included construction diagrams where it isn't obvious how the models go together.

Note that our complicated multi-part models are intended for enthusiasts and you really do require a moderate level of skill to assemble them. They can certainly prove too difficult for young or inexperienced modellers. Please do not order them if you are uncertain of your skill!

How to Buy Citadel Miniatures

The very best way to buy Citadel miniatures is at a Games Workshop store where you'll be able to examine the models at first hand. All our Games Workshop staff are collectors and gamers like yourself so they will be glad to help you choose exactly which miniatures you require, or offer advice on how to prepare and paint your models.

Every Games Workshop store has a wide selection of painted models, and runs regular painting sessions for beginners.



The majority of the models illustrated here are readily available from Games Workshop stores and other good hobby stores, however the range is so huge that only our mail-order department can supply everything.

We have included full details on the Games Workshop Mail Order service in the enclosed price list. If you have any questions about the availability of miniatures featured in this catalogue or indeed any other Citadel models give us a ring on 0773-713213 and our expert staff will do their best to help.

Updating your Citadel Catalogue

Obviously this catalogue will soon be out of date as our designers produce many new and exciting models every month, and eventually these new models will be gathered together into the Fifth Citadel Catalogue. In the meantime you can keep totally up to date by reading White Dwarf, Games Workshop's monthly magazine. This magazine contains news and details of all the latest releases from the Citadel & Marauder design teams, plus articles on painting and modelling as well as regular features on all your favourite games.

IMPORTANT

Citadel miniatures and Marauder miniatures are intended for collectors, modellers and gamers.

THEY ARE NOT TOYS.

Our metal models contain lead which can be harmful if ingested, but there is no real danger if you are sensible. Please follow these simple instructions:

Please do not put them in your mouth or lick them. Do not buy them for or give them to small children.

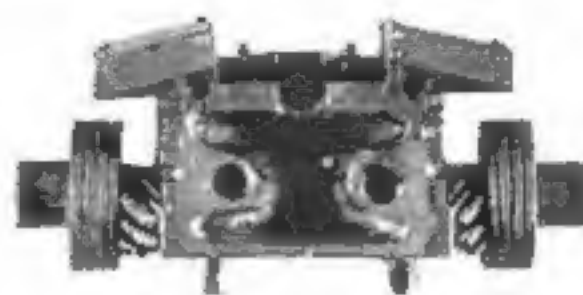
Our miniatures should never be given to children under 14, nor to anyone who you cannot trust not to suck them.

Citadel miniatures are supplied unpainted and without banners. For painting your miniatures we recommend you use Citadel paints and brushes. Where our models require construction, we recommend you use Citadel polystyrene cement and Citadel superglue.

SPACE WOLVES DREADNOUGHT

BJORN THE FELL-HANDED

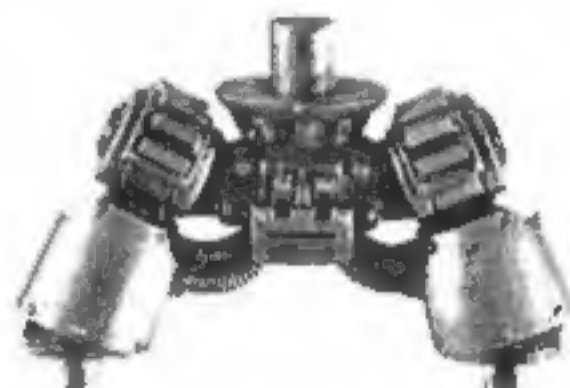
THE COMPLETE
BJORN THE FELL-HANDED
CONSISTS OF:
1 x SARCOPHAGUS
1 x REAR BODY
1 x LOWER BODY
1 x LEGS
2 x FOOT
1 x POWER PLANT
1 x ASSAULT CANNON
1 x LIGHTNING CLAW ARM
1 x LIGHTNING CLAW
1 x AUTO LAUNCHER
1 x BANNER POLE 2



REAR BODY
0425/11



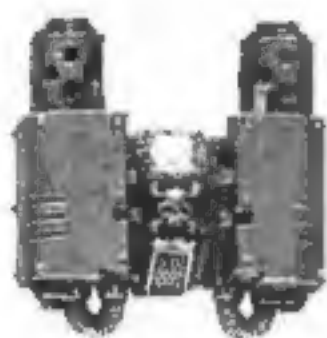
LOWER BODY
0425/2



LEGS
0425/9



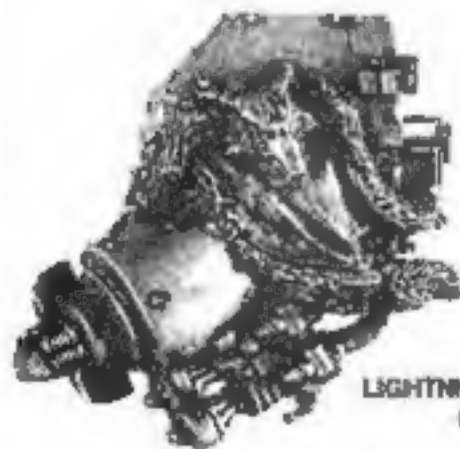
BANNER POLE 2
0427/15



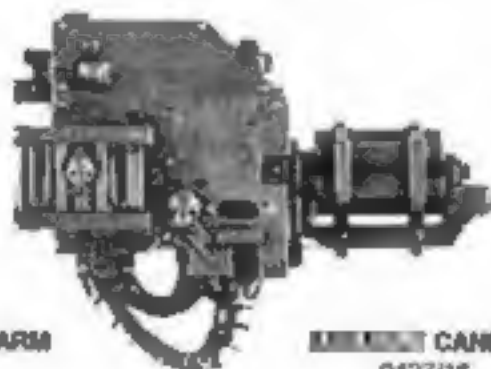
POWER PLANT
0425/4



SPACE WOLVES
SARCOPHAGUS
0427/10



LIGHTNING CLAW ARM
0427/13



ASSAULT CANNON
0427/16



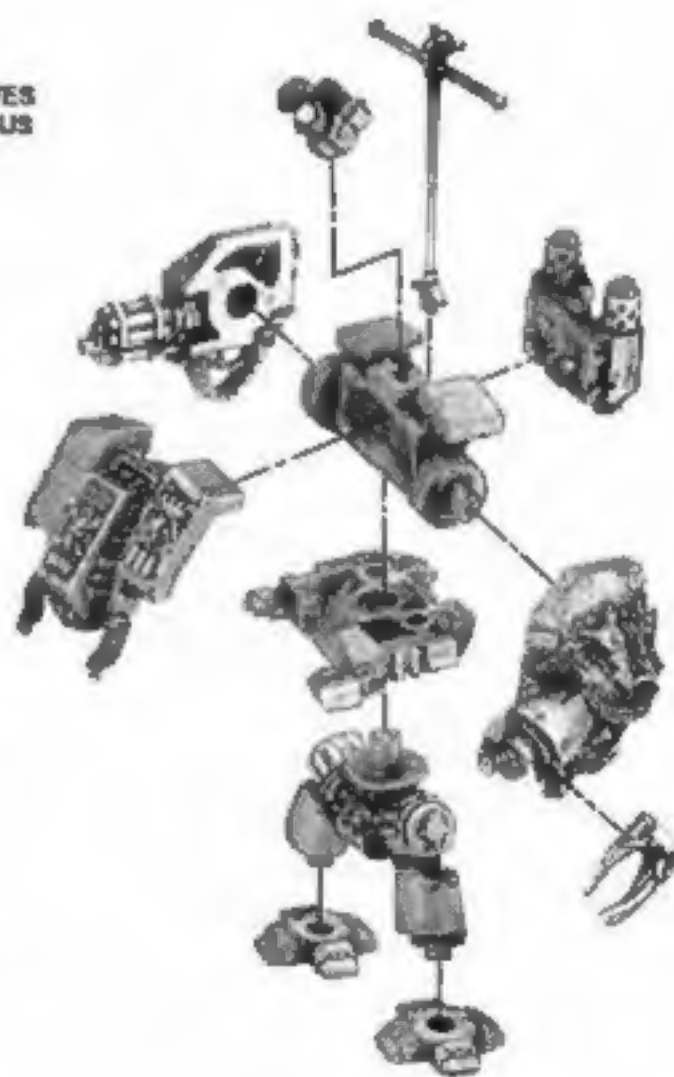
LIGHTNING CLAW
0427/14



FOOT
0425/8



AUTO LAUNCHER
0425/7

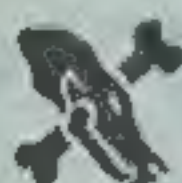


BJORN THE FELL-HANDED SPACE WOLVES DREADNOUGHT

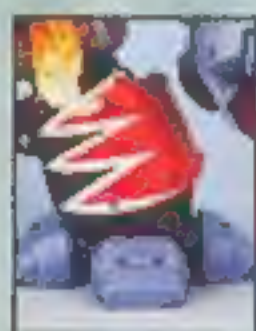
Bjorn the Fell-Handed is a mighty totem of the Space Wolves fighting history. His massive Dreadnought armour is an honoured Chapter artifact that represents an unbroken link through the centuries to the Space Wolves' legendary founder Leman Russ. Bjorn actually fought alongside Russ during the early days of the Space Wolves Chapter and he is a potent reminder of those epic times.

Between battles Bjorn's armour is constantly maintained by the Chapter's Iron Priests, Rune Priests and Artificiers.

Within the armour Bjorn rests, gathering his strength, awaiting the moment when his awesome power is needed by the Space Wolves and once more he has to crush their foes.



LEMAN'S BADGE



PACK MARKING



RAGNAR'S BADGE



ARMY BADGE



BJORN'S BANNER depicts him as a powerful member of the Blood Claws in the days of Leman Russ.



Amongst the trophies and icons displayed by Bjorn are badges and markings which refer to his early days as a warrior with the famed Leman Russ. The black, red and white pack marking is an archaic form of those currently in use by the Space Wolves.

Leman's badge marks Bjorn as having fought alongside Russ in ancient times. The badge of Ragnar and the army badge are additions to Bjorn's heraldry and simply refer to his being a part of Ragnar's current task force.



ASSAULT CANNON

BJORN'S WEAPONS

Over the centuries Bjorn has wielded an enormous variety of different weapons. He is currently armed with an assault cannon and a lightning claw, the latter having an additional heavy flamer attached. Despite the vast destructive potential of this wargear it is his fighting spirit, legendary personality and battlefield experience which are Bjorn's strongest weapons.



LIGHTNING CLAW WITH HEAVY FLAMER

BLOOD ANGELS DREADNOUGHT

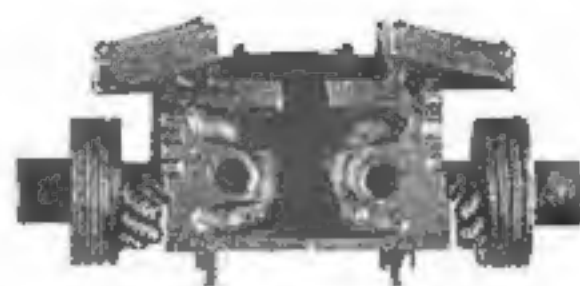
BLOOD ANGEL DREADNOUGHT

THE COMPLETE
BLOOD ANGELS DREADNOUGHT
CONSISTS OF:

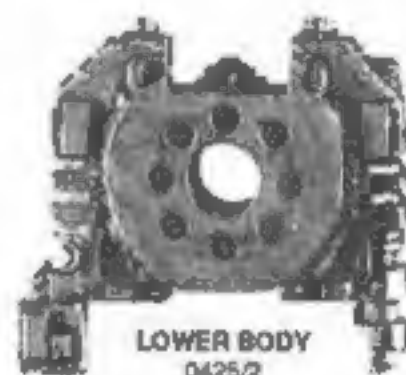
- 1 x SARCOPHAGUS 1
- 1 x REAR
- 1 x REAR BODY
- 1 x LOWER BODY
- 1 x LEGS
- 2 x FOOT
- 1 x BACK SECTION
- 1 x MULTIMELTA
- 1 x POWER FIST ARM
- 1 x POWER FIST
- 1 x AUTO LAUNCHER
- 1 x BANNER POLE 1



EXAMPLE OF COMPLETED DREADNOUGHT



REAR BODY
0425/11



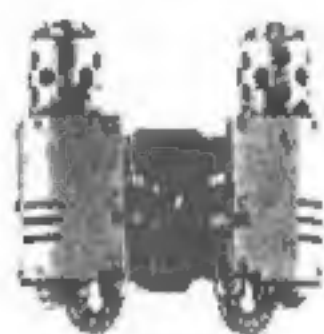
LOWER BODY
0425/2



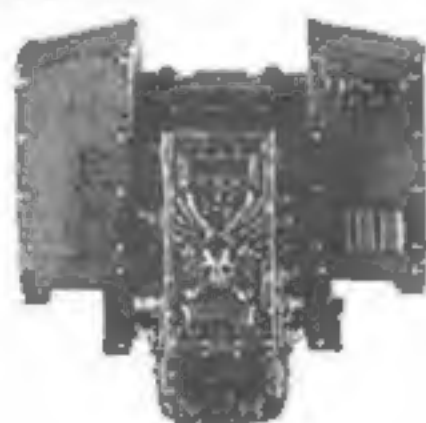
LEGS
0425/9



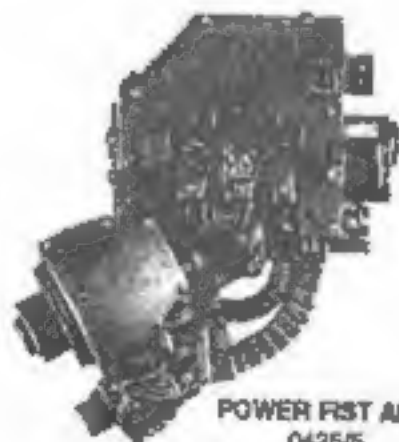
BANNER POLE 1
0425/12



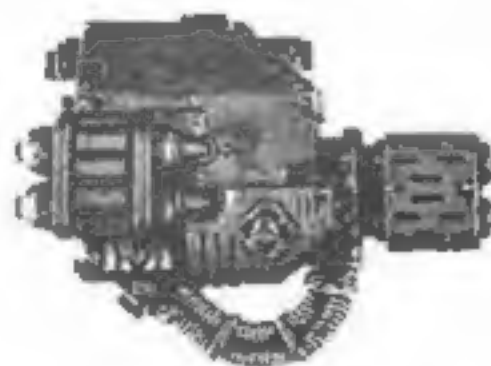
BACK SECTION
0425/4



SARCOPHAGUS 1
0425/1



POWER FIST ARM
0425/5



MULTIMELTA
0425/3



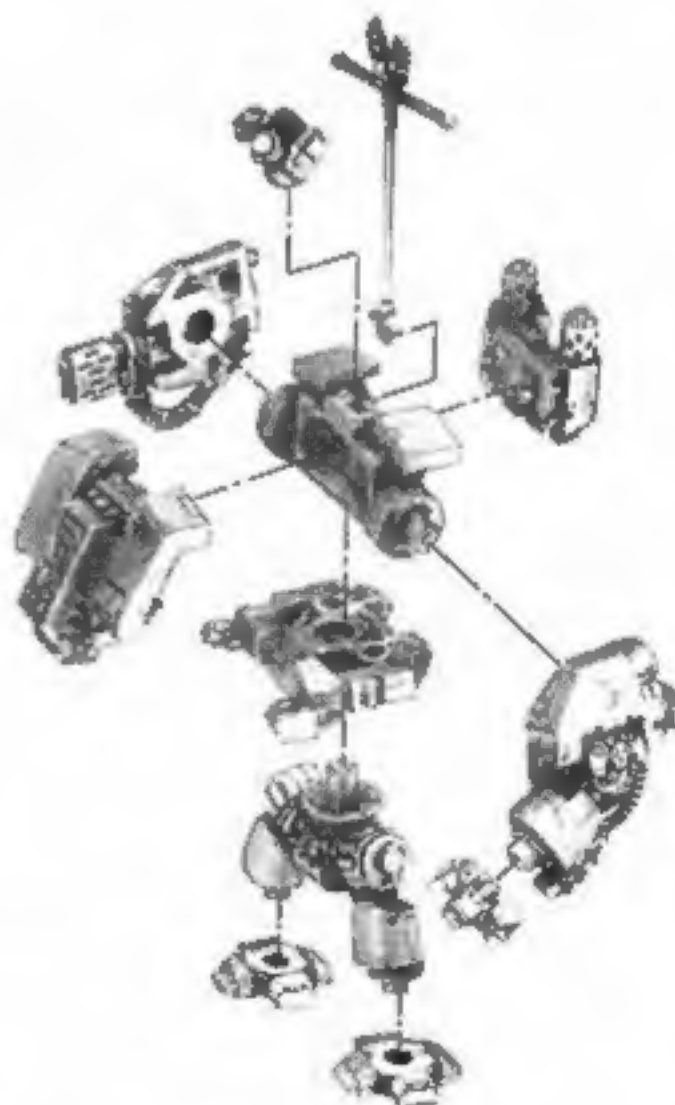
POWER FIST
0425/6



FOOT
0425/8



AUTO LAUNCHER
0425/7





ULTRAMARINES SPACE MARINE ⦿ ASSAULT SQUAD ⦿

Ultramarines assault troops are ever at the forefront of the most hard-fought battles in the galaxy. Equipped with powerful jump packs to quickly seize objectives, and armed with a chainswords, plasma pistols and other deadly hand-to-hand weapons, Space Marine assault troops are some of the toughest close combat warriors in the Imperium.

The Ultramarines are amongst the oldest and most renowned Space Marine Chapters. They are famous not only for their many victories in battle but also for their strict adherence to the Imperial orthodoxy laid out in the Codex Astartes. This great manual, set down by the Emperor himself, covers all aspects of the Chapter's life from details of uniform and markings to grand strategy.

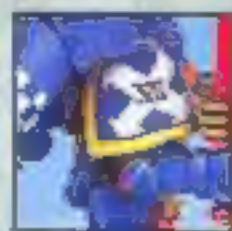


ULTRAMARINES SPACE MARINES WITH JUMP PACKS

The Codex Astartes lays down a strict system of identification by giving each company a distinctive colour. The Company shown has yellow markings which appear most notably on the warrior's shoulder pad trim. The squad sergeant is distinguished by his red helmet and the red skull applied to his Chapter badge.



JUMP PACK MARKINGS



SQUAD
BADGE



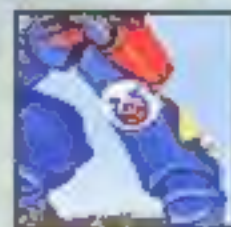
ARMY
BADGE



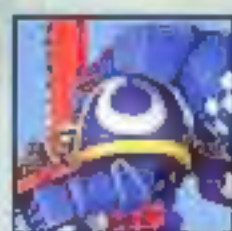
THE SQUAD SERGEANT



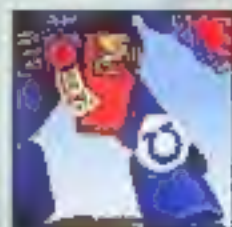
SERGEANT'S
CHAPTER
BADGE



SERGEANT'S
HONOUR
BADGE



CHAPTER
BADGE



HONOUR
BADGE

SPACE MARINES

BLOOD ANGEL DEATH COMPANY



BLOOD ANGEL DEATH
COMPANY TROOPER 1
0424/3



BLOOD ANGEL DEATH
COMPANY TROOPER 2
0424/4



BLOOD ANGEL DEATH
COMPANY TROOPER 3
0424/2



BLOOD ANGEL
CHAPLAIN
0424/1

THESE MINIATURES ARE SUPPLIED WITH PLASTIC SPACE MARINE ARMS, CLOSE COMBAT AND BACKPACK SPRUES



EXAMPLES OF COMPLETED DEATH COMPANY

JUMP PACK ASSAULT TROOPS



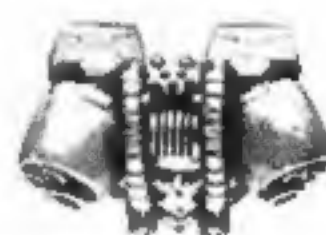
JUMP PACK TROOPER 1
0426/2



JUMP PACK TROOPER 2
0426/1



JUMP PACK SERGEANT
0426/3



JUMP PACK
0426/4

THESE MODELS ARE SUPPLIED WITH MARINE ARMS AND CLOSE COMBAT SPRUES



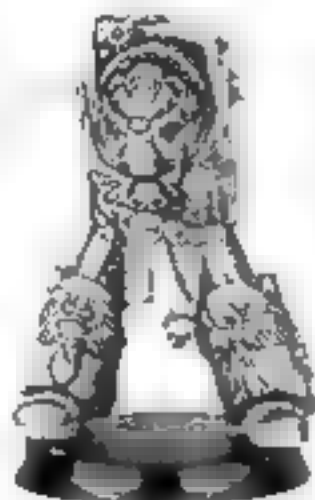
EXAMPLES OF COMPLETED JUMP PACK ASSAULT TROOPS

Designed by Jes Goodwin

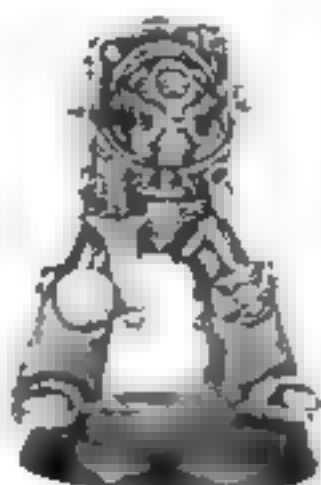
TERMINATORS

DEATHWING TERMINATORS

A DEATHWING TERMINATOR SQUAD MAY INCLUDE OTHER MODELS FROM OUR SPACE MARINE RANGES



DEATHWING
SERGEANT
0809/7



DEATHWING
TERMINATOR 1
0809/1



DEATHWING
TERMINATOR 2
0809/2

RIGHT ARM



DEATHWING
HEAVY FLAMER
0809/4



DEATHWING
STORM BOLT
0809/3



DEATHWING
ASSAULT CANNON
70060/11

THE COMPLETE DEATHWING
TERMINATOR CONSISTS OF:

- 1 x BODY
- 1 x LEFT ARM
- 1 x RIGHT ARM

THE SERGEANT TERMINATOR

- IS ALSO SUPPLIED WITH
- 1 x BACK BANNER
- 1 x SHIELD

THE DEATHWING TERMINATORS
ARE AVAILABLE AS A BOXED SET
THIS BOX CONSISTS OF:

- 1 x SERGEANT BODY
- 4 x TERMINATOR BODIES
- 4 x STORM BOLTERS
- 1 x HEAVY FLAMER
- 1 x BACK BANNER
- 1 x STORM SHIELD
- 1 x POWER SWORD
- 1 x CHAINFIST
- 4 x POWER GLOVE

LEFT ARM



DEATHWING
CHAINFIST
0809/5



DEATHWING
POWER GLOVE
0809/6



DEATHWING
POWER SWORD
0809/8



DEATHWING
BACK BANNER
0809/10



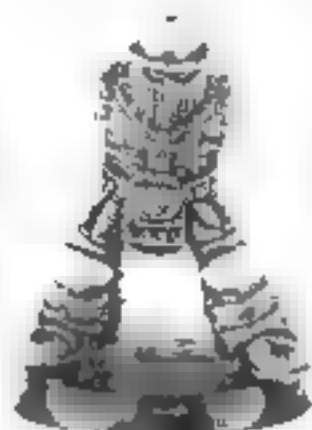
DEATHWING
SHIELD
0809/9



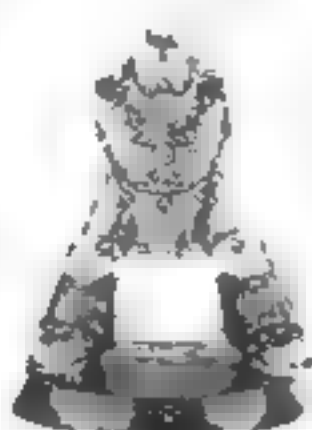
EXAMPLES OF COMPLETED DEATHWING TERMINATORS

Designed by Jes Goodwin

SPACE MARINES



SPACE MARINE
MK2 'CRUSADE' ARMOUR
70106/48



SPACE MARINE
MK3 'IRON' ARMOUR
70106/44



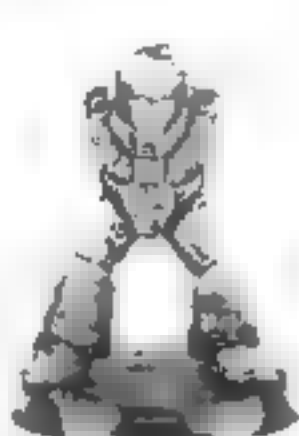
SPACE MARINE
MK4 'MAXIMUS' ARMOUR
70106/47



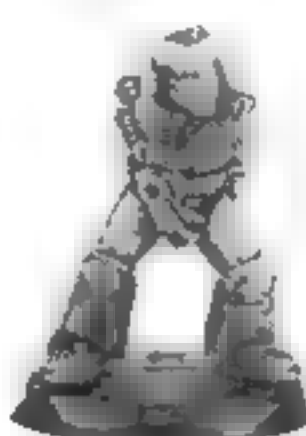
SPACE MARINE
MK5 'HERESY' ARMOUR
70106/46



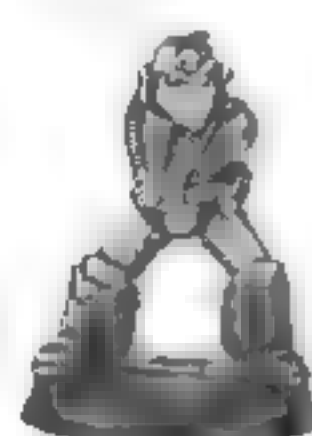
SPACE MARINE
MK6 ARMOUR 1
70106/48



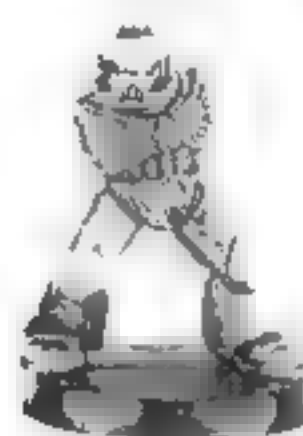
SPACE MARINE
MK6 ARMOUR 2
70106/49



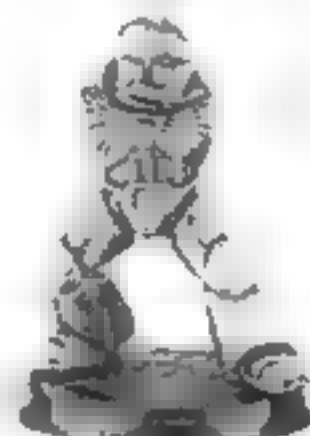
SPACE MARINE
MK6 ARMOUR 3
70106/42



SPACE MARINE
MK6 ARMOUR 4
70106/43



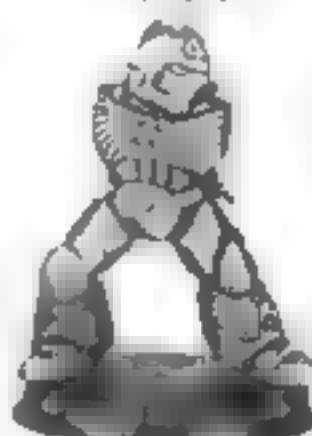
SPACE MARINE
MK7 ARMOUR 1
70106/50



SPACE MARINE
MK7 ARMOUR 2
70106/51



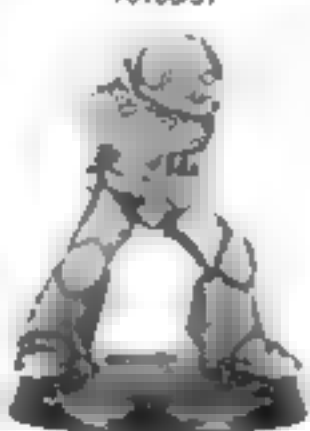
SPACE MARINE
MK7 ARMOUR 3
0819/1



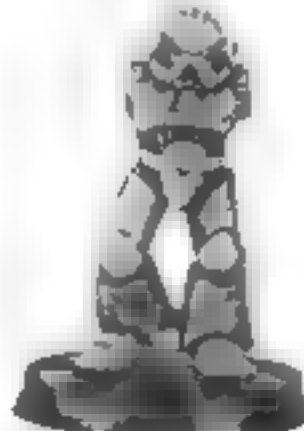
SPACE MARINE
MK7 ARMOUR 4
0819/2



SPACE MARINE
MK7 ARMOUR 5
70106/55



SPACE MARINE
MK7 ARMOUR 6
70106/56

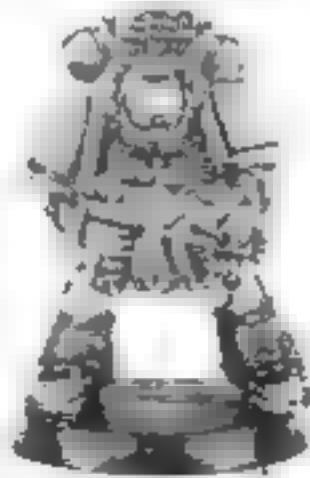


SPACE MARINE
MK7 ARMOUR 7
70106/54



SPACE MARINE
MK8 'ERRANT' ARMOUR
70106/57

THESE MINATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE ARM SPRUE AND A SPACE MARINE BOLTER AND BACKPACK SPRUE.

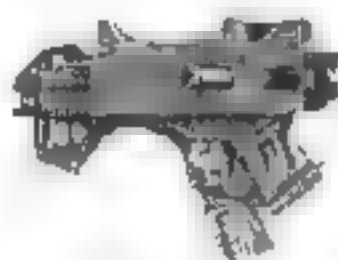


EXAMPLES OF COMPLETED MK7, MK8 AND MK3 SPACE MARINES.

Designed by Jes Goodwin

SPACE MARINES

SPACE MARINE DEVASTATORS



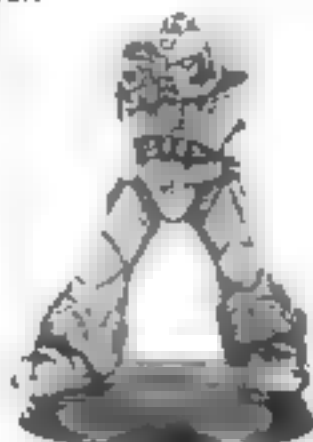
HEAVY BOLTER
0813/6



IMPERIAL LASCANNON
0813/5



MISSILE LAUNCHER
0813/4



MK7 SPACE MARINE
DEVASTATOR 1
0813/2

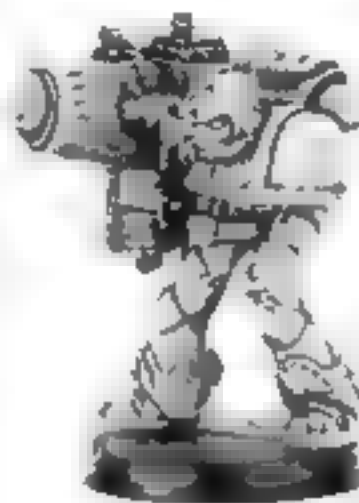
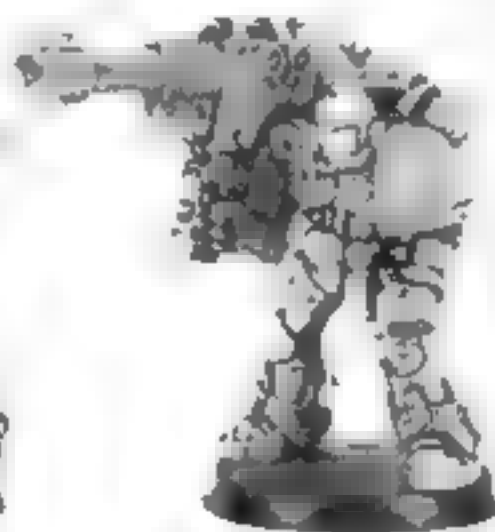


HEAVY PLASMA GUN



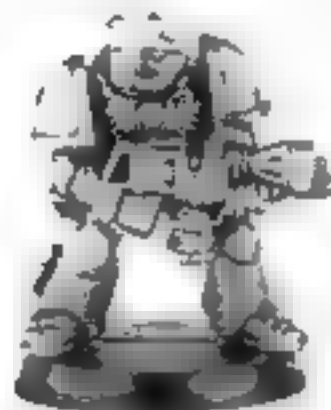
MK7 SPACE MARINE
DEVASTATOR 2
0813/3

THESE MINATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE ARM SPRUE AND A PLASTIC SPACE MARINE BACKPACK SPRUE.



EXAMPLES OF COMPLETED MK7 SPACE MARINE DEVASTATORS

SPACE MARINES WITH SPECIAL WEAPONS



SPACE MARINE
WITH FLAMER
0819/4



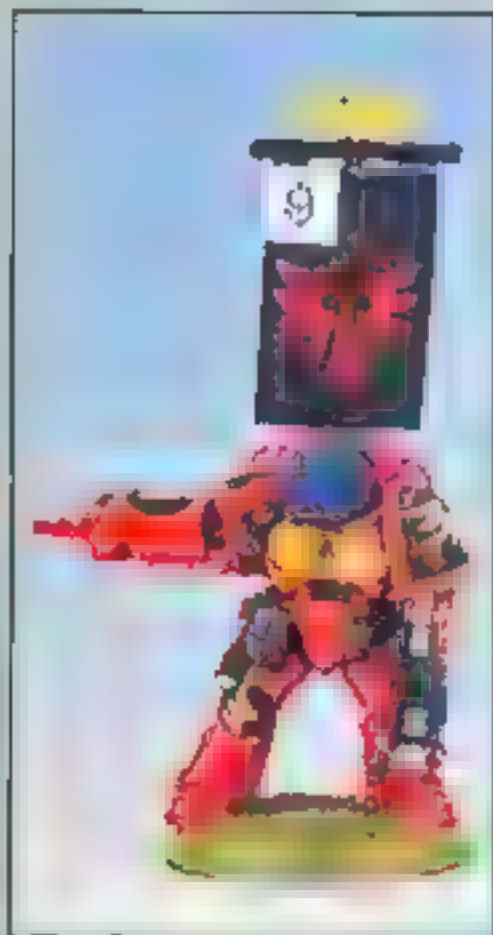
SPACE MARINE
WITH MELTA GUN
0805/2



SPACE MARINE
WITH PLASMA GUN
0421/2

THESE MINATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE BACKPACK SPRUE.

SPACE MARINE BLOOD ANGEL DEVASTATORS



SERGEANT

The Devastator Squads of the Blood Angels Chapter are distinguished from the other Assault Squads by their blue helmets. Otherwise they display standard Blood Angel insignia: bright red armour with predominantly black markings. The Sergeant and Veteran trooper have reversed shoulder pad schemes to denote rank; each can lead a veteran combat squad into battle.

The Sergeant's banner displays the squad number; in this case nine, and each Space Marine displays the squad badge on their right kneepad.



WITH LASCANNON



WITH HEAVY
PLASMA GUN



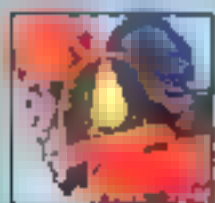
WITH MISSILE LAUNCHER



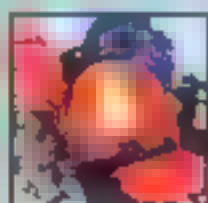
WITH HEAVY BOLTER



SERGEANT'S
BANNER



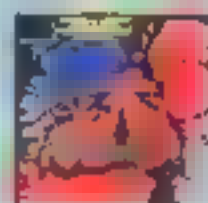
2ND COMPANY BADGES



SERGEANT'S
HONOUR
BADGE



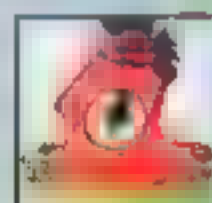
SQUAD
BADGE



CHAPTER BADGES



ARMY BADGES



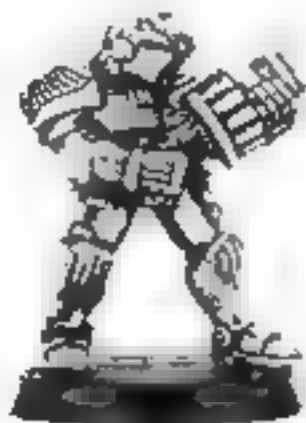
A COMPLETE BLOOD ANGELS DEVASTATOR SQUAD

IMPERIAL

ADEPTUS ARBITES



ADEPTUS ARBITES
CHAMPION WITH SHOTGUN
72401/4



ADEPTUS ARBITES WITH
GRENADE LAUNCHER
72401/3



ADEPTUS ARBITES
WITH BOLTER
72400/2



ADEPTUS ARBITES
WITH SHOTGUN
72400/1

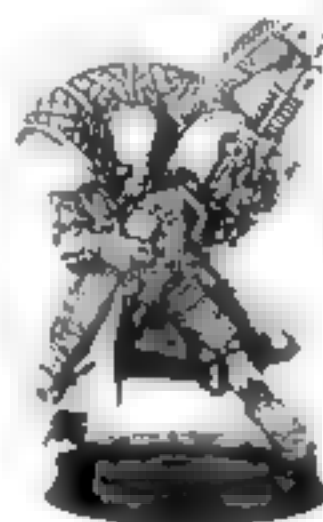
IMPERIAL PSYKERS



PSYKER 1
72410/3



PSYKER 2
72410/1



PSYKER 3
72410/2

SPACE WOLVES SCOUT SERGEANTS



WOLF SCOUT
SERGEANT 1
70005/4



WOLF SCOUT
SERGEANT 2
70005/2



SERGEANT 3
70005/1



WOLF SCOUT
BACKPACK
70005/1

THE COMPLETE WOLF SCOUT
SERGEANTS CONSIST OF
1 x WOLF SCOUT SERGEANT
1 x WOLF SCOUT BACKPACK

IMPERIAL

OGRYNS



HEAD 1
72420/3



HEAD 2
72420/1



HEAD 3
72420/2



TORSO 1
72420/8



TORSO 2
72420/7



TORSO 3
72420/10



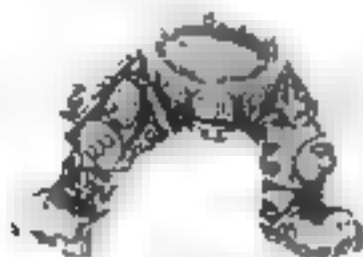
GUN 1
72420/9



GUN 2
72420/6



GUN 3
72420/11



LEGS 1
72420/4



LEGS 2
72420/5

THE COMPLETED OGRYN
CONSIST OF:
1 x HEAD
1 x TORSO
1 x GUN
1 x LEGS
PLEASE NOTE TORSO 3
WILL ONLY FIT WITH GUN 3





ULTHWE GUARDIANS SQUAD ARMED WITH CLOSE COMBAT WEAPONS



Each squad of Guardians is distinguished by a minor variation in its uniform – often in the colour of the harts, sashes, and weapons. A squad will often have its own unique helmet patterning, and a selection of common styles is illustrated here. Although we have chosen Ulthwe Guardians, the same applies to all the Craftworlds.



ULTHWE JET BIKE



ULTHWE ANTI-GRAV PLATFORM WITH FLASCANNON



WARLOCK WITH SINGING SPEAR



WARLOCKS OF ULTHWE

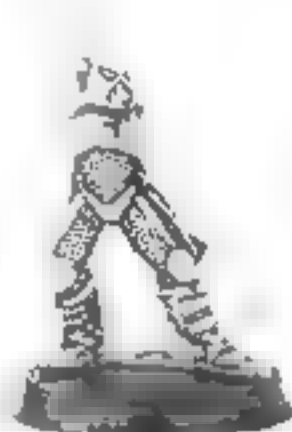
The traditional colours of each Craftworld are reflected in the uniforms of its Guardians. These same colours commonly appear on the robes of the Craftworld's leaders and psykers. Together with the use of the Craftworld rune, these theme colours identify the Craftworld to which any Eldar belongs.

Farseers and Warlocks can easily be identified by their force weapons and distinctive Wrathbone helmets.



WARLOCK WITH FORCE SWORD

ELDAR GUARDIANS



GUARDIAN 1
RTB17/3



GUARDIAN 2
71584/21



GUARDIAN 3
71584/20



GUARDIAN 4
71584/30



GUARDIAN 5
RTB17/4



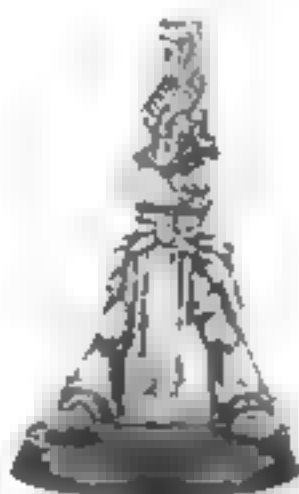
GUARDIAN 6
71584/19



GUARDIAN 7
71584/25



GUARDIAN 8
71584/16



GUARDIAN 9
71584/26



GUARDIAN 10
71584/23



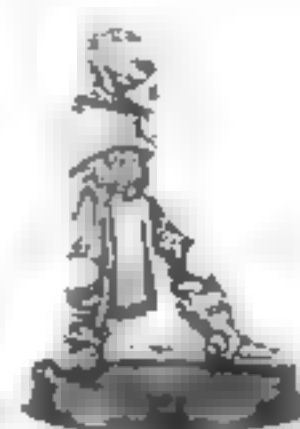
GUARDIAN 11
71584/28



GUARDIAN 12
RTB17/1



GUARDIAN 13
71584/22



GUARDIAN 14
71584/29

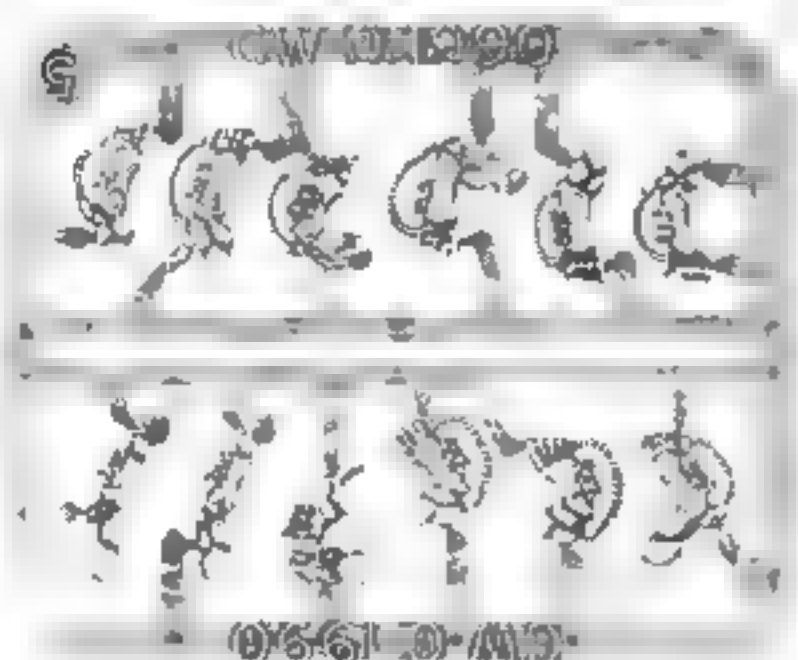


GUARDIAN 15
71584/17

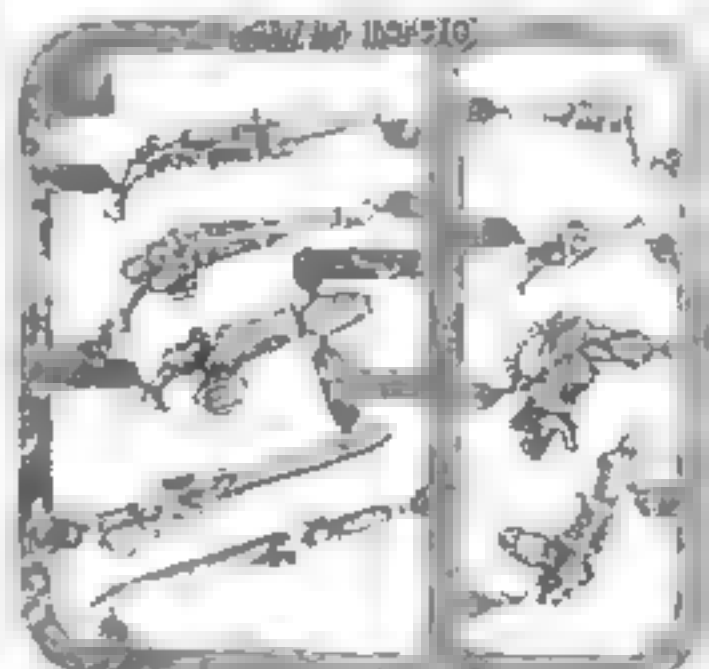


EXAMPLES OF COMPLETED ELDAR GUARDIANS

THESE MODELS ARE SUPPLIED WITH AN ELDAR ARMS SPRUE AND AN ELDAR WEAPONS SPRUE AS STANDARD



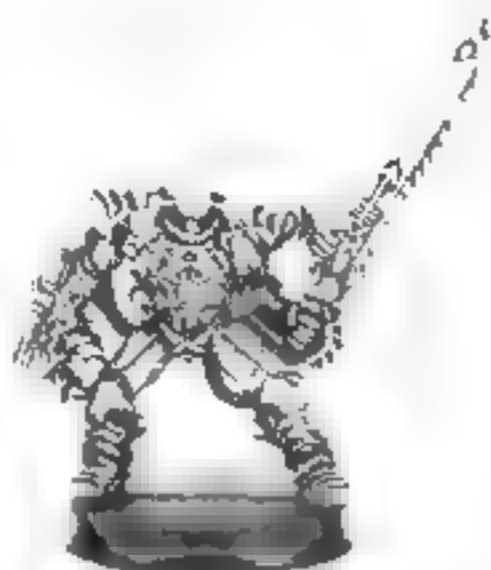
ELDAR ARMS SPRUE 100825



ELDAR WEAPONS SPRUE 100813

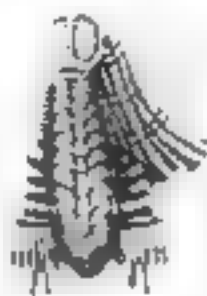
PHOENIX LORDS

KARANDRAS – THE SHADOW HUNTER

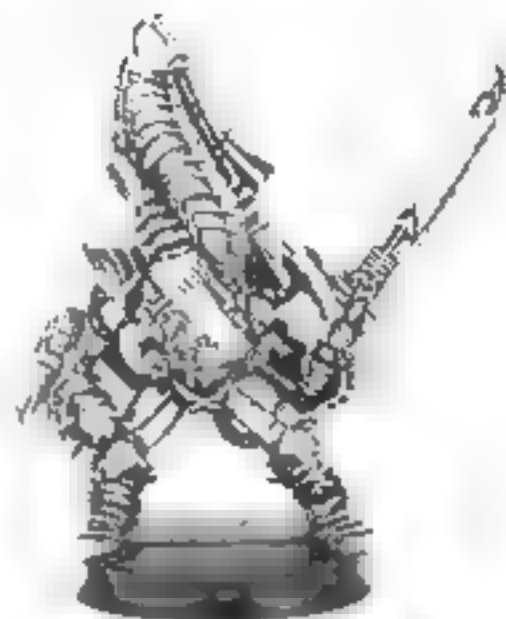


KARANDRAS BODY
71501.1

THE COMPLETED KARANDRAS
CONSISTS OF
1 x KARANDRAS BODY
1 x KARANDRAS HEAD



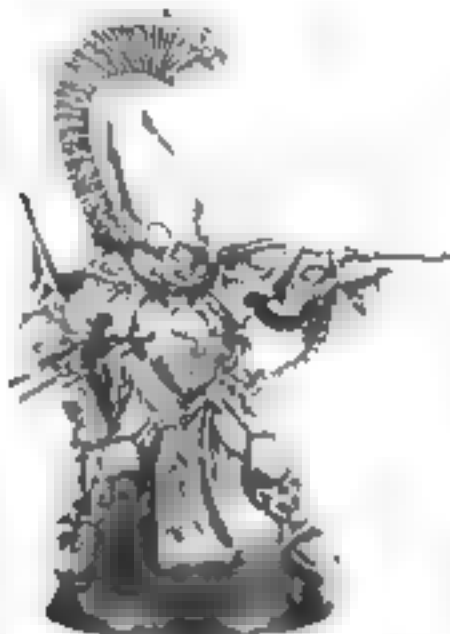
HEAD
71501/2



EXAMPLE OF COMPLETED
KARANDRAS

ASURMEN – THE HAND OF ASURYAN

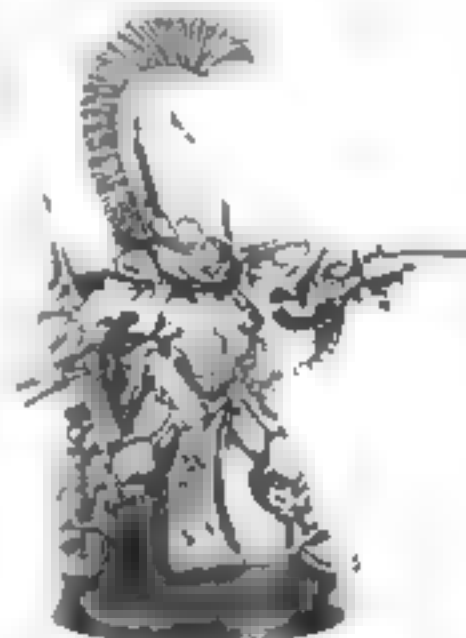
THE COMPLETED ASURMEN CONSISTS OF
1 x ASURMEN BODY
1 x ASURMEN BANNER POLE



ASURMEN BODY
71503/1



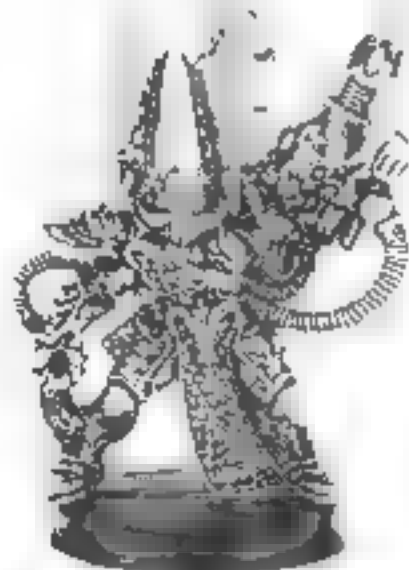
ASURMEN
BANNER POLE
71503/2



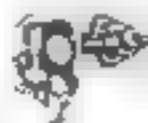
EXAMPLE OF COMPLETED
ASURMEN

FUEGAN – THE BURNING LANCE

THE COMPLETED FUEGAN
CONSISTS OF
1 x FUEGAN BODY
1 x FIRE AXE



FUEGAN
71502/1



FIRE AXE
71502/2



EXAMPLE OF COMPLETED
FUEGAN – THE BURNING LANCE

PHOENIX LORDS

MAUGAN-RA – THE HARVESTER OF SOULS

THE COMPLETED MAUGAN-RA CONSISTS OF
1 x MAUGAN-RA BODY
1 x MAUGAN-RA BACKPACK
1 x MAUGETAR



MAUGAN-RA
BODY
71504/1



MAUGETAR
71504/2



MAUGAN-RA
BACKPACK
71504/3



EXAMPLE OF COMPLETED
MAUGAN-RA

JAIN ZAR – THE STORM OF SILENCE

THE COMPLETED JAIN ZAR
CONSISTS OF
1 x JAIN ZAR BODY
1 x LEFT ARM AND BLADE OF
DESTRUCTION
1 x RIGHT HAND AND SILENT DEATH



JAIN ZAR
71505/1



LEFT ARM AND BLADE
OF DESTRUCTION
71505/2



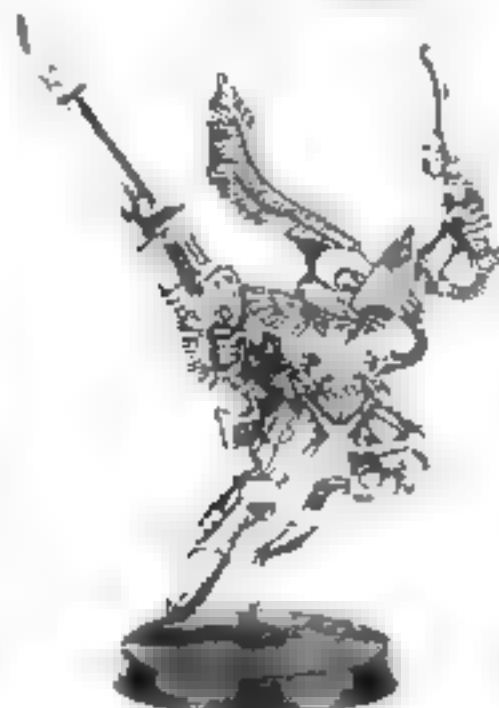
RIGHT HAND AND
SILENT DEATH
71505/3



EXAMPLE OF COMPLETED JAIN ZAR

BAHARROTH – THE CRY OF THE WIND

THE COMPLETED BAHARROTH
CONSISTS OF
1 x BAHARROTH BODY
1 x SWOOPING HAWK EXARCH WINGS



BAHARROTH BODY
71506/1



SWOOPING HAWK
EXARCH WINGS
71570/6



EXAMPLE OF COMPLETED
BAHARROTH

ELDAR AVATAR

AVATAR

THE COMPLETED ELDAR AVATAR

CONSISTS OF

1 x AVATAR TORSO

1 x AVATAR LEGS

1 x AVATAR MANE

1 x BLOODY HAND

1 x RIGHT ARM AND SWORD



EXAMPLE OF THE COMPLETED ELDAR AVATAR

BLOODY HAND
0430/4



RIGHT ARM AND SWORD
0430/3



AVATAR TORSO
0430/2



AVATAR MANE
0430/5



AVATAR LEGS
0430/1



ELDAR

FARSEER



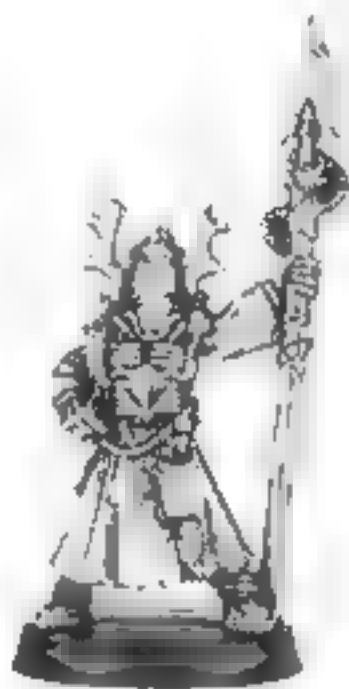
FARSEER
71600/3

ELDRAD ULTHRAN – FARSEER OF ULTHWE



71500/1

WARLOCKS



**WARLOCK AND
FORCE ROD 1**
71600/4



**WARLOCK AND
FORCE ROD 2**
71600/2



**WARLOCK AND
SINGING SPEAR**
71600/7



**WARLOCK AND
WITCH BLADE 1**
71600/5



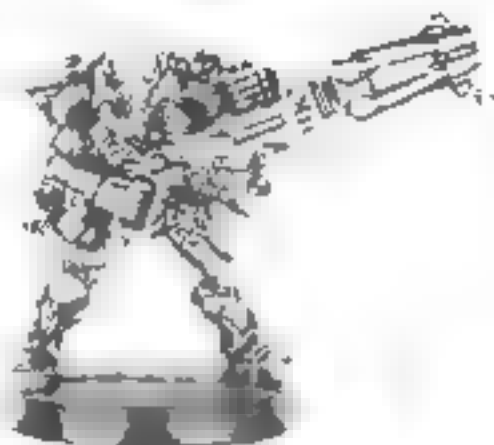
**WARLOCK AND
WITCH BLADE 2**
71600/1



**WARLOCK AND
WITCH BLADE 3**
71600/6

ELDAR

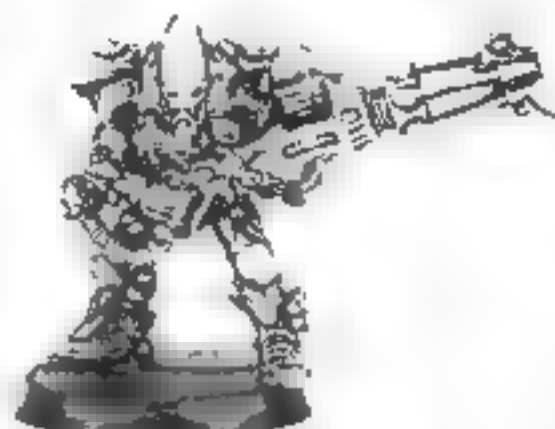
WARP SPIDER ASPECT WARRIORS



WARP SPIDER 1
71635/1



WARP SPIDER 2
71635/2



WARP SPIDER 3
71635/3

WARP SPIDER EXARCH



EXAMPLE OF COMPLETED
WARP SPIDER EXARCH



WARP SPIDER
EXARCH BODY
71571/1

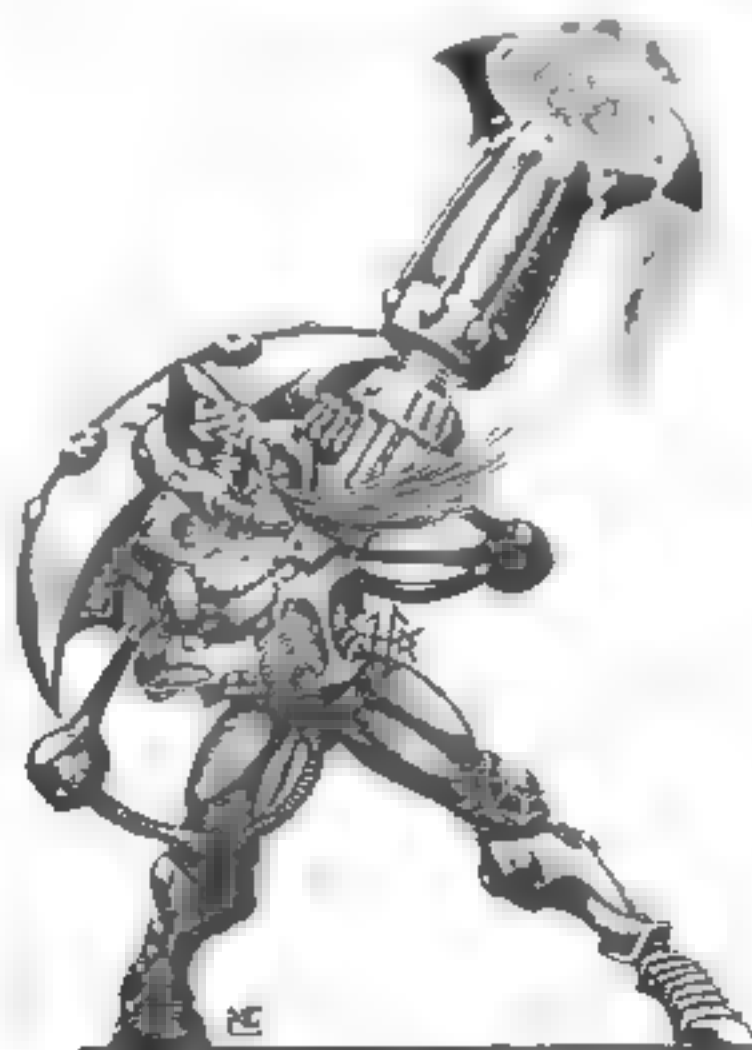
THE COMPLETED WARP SPIDER
EXARCH CONSISTS OF
1 x WARP SPIDER EXARCH BODY
1 x WARP SPIDER EXARCH CARAPACE
1 x WARP SPIDER DEATH SPINNER



WARP SPIDER
EXARCH CARAPACE
71571/2



WARP SPIDER
DEATH SPINNER
71571/3



HEAVY WEAPONS

GUN CREW



GUNNER WITH
SHURIKEN CATAPULT
716109



GUNNER WITH SHURIKEN
CATAPULT AND HELMET
716105



SPOTTER WITH
HELMET
716108



SPOTTER WITH
GOOGLES
716107

ANTI-GRAV WEAPONS PLATFORM



EXAMPLE OF COMPLETED
ANTI-GRAV WEAPONS PLATFORM



ANTI-GRAV PLATFORM
716106

THE COMPLETED ELDER
ANTI-GRAV WEAPONS
PLATFORM CONSISTS OF
1 x ANTI-GRAV PLATFORM
1 x WEAPON SHIELD
1 x HEAVY WEAPON
1 x GUNNER
1 x SPOTTER



D-CANNON
071617/2



WEAPON SHIELD
0432/12



SCATTER LASER
716101



HEAVY PLASMA GUN
716104



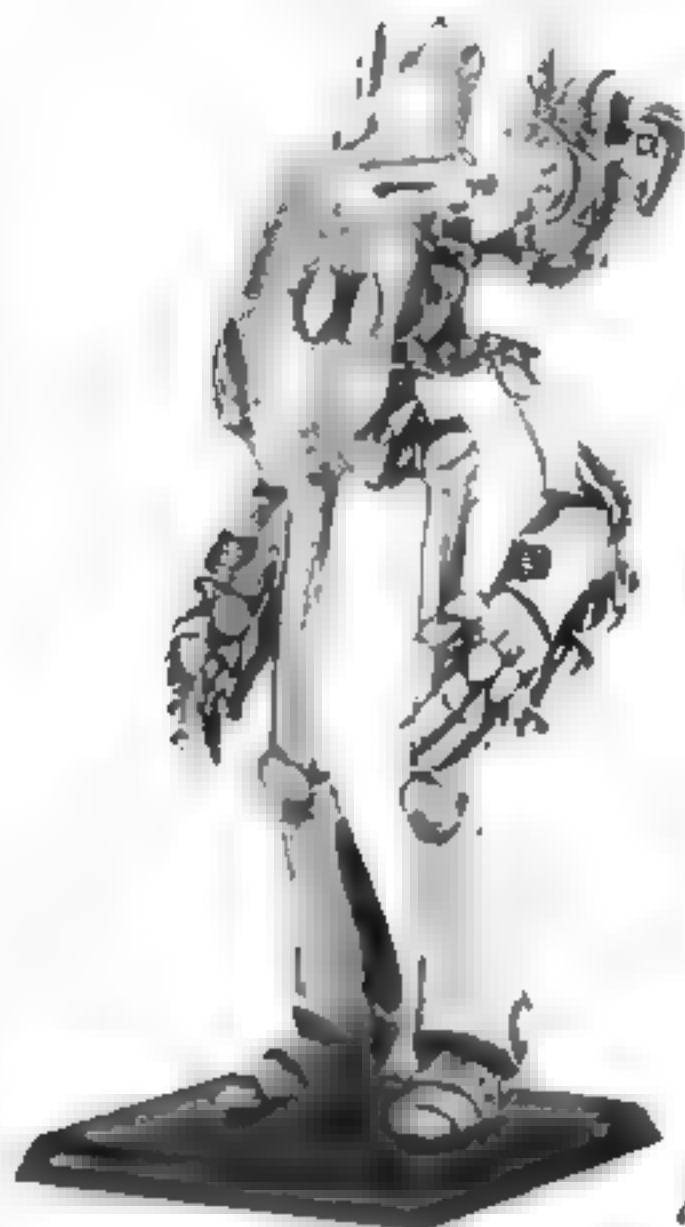
LAS CANNON
716102

ELDAR

ELDAR DREADNOUGHT

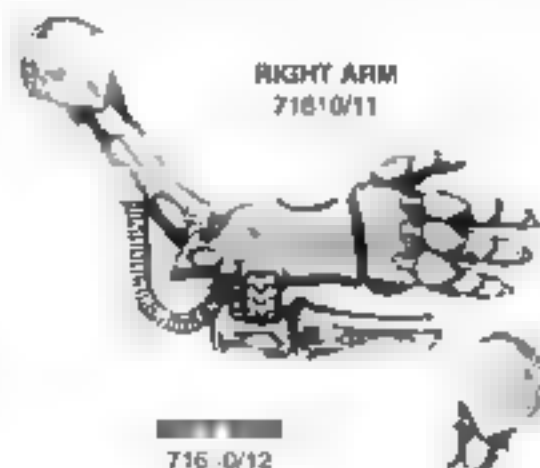
THE COMPLETED ELDAR
DREADNOUGHT CONSISTS OF:

- 1 x HEAD
- 1 x POWER PLANT
- 1 x TORSO
- 1 x LEFT LEG
- 1 x RIGHT LEG
- 1 x LEFT ARM
- 1 x RIGHT ARM
- 1 x WEAPON



EXAMPLE OF COMPLETED ELDAR DREADNOUGHT

RIGHT ARM
71610/11



71610/12

D-CANNON



RIGHT ARM 2
0435/4



SCATTER LASER
71610/1



LEFT ARM 2
0435/5



MISSILE LAUNCHER
71610/3

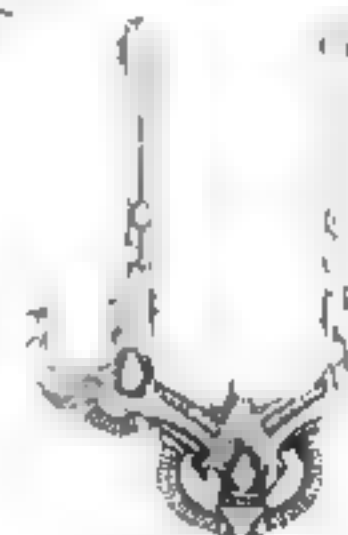


LAS CANNON
71610/2



HEAVY PLASMA GUN
71610/4

POWER PLANT
0435/2



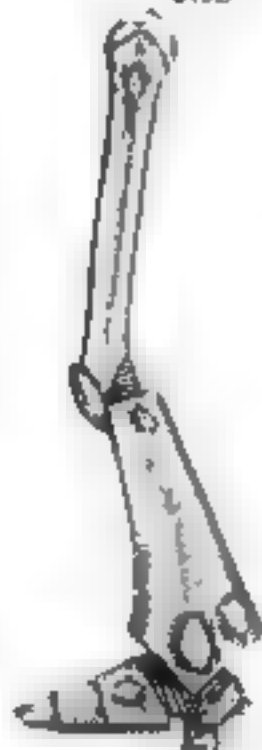
TORSO
0432/1



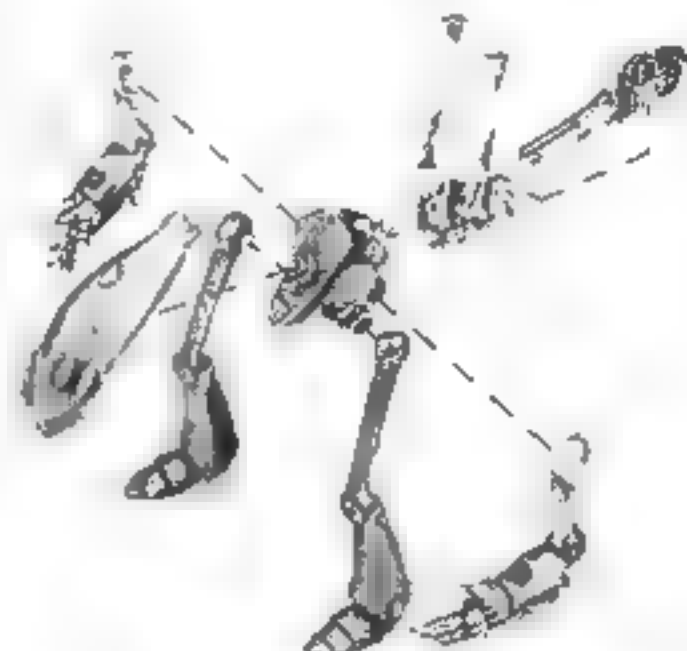
HEAD
0435/3



LEFT LEG
0435/8

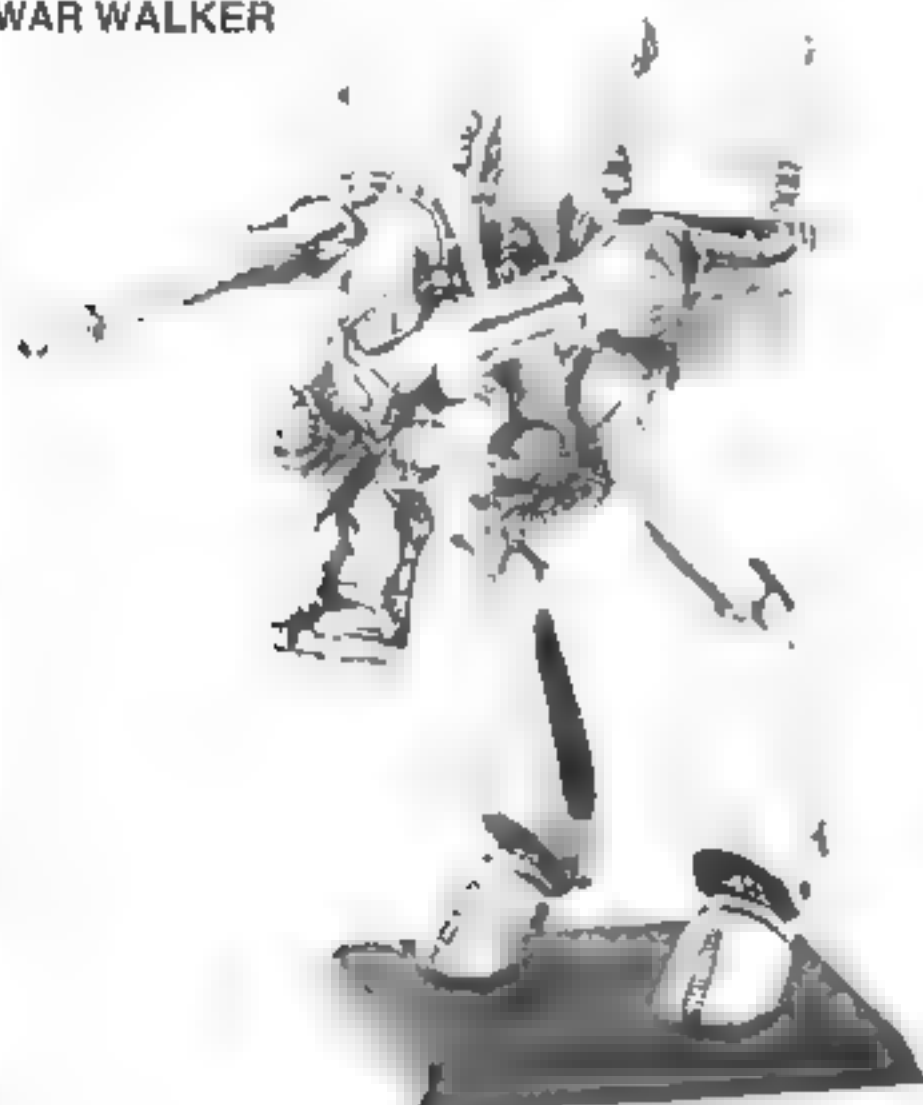


RIGHT LEG
0435/7



ELDAR

WAR WALKER



EXAMPLE OF COMPLETED ELDAR WAR WALKER



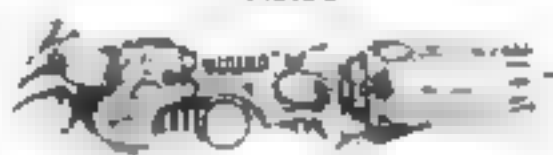
SCATTER LASER
71610/1



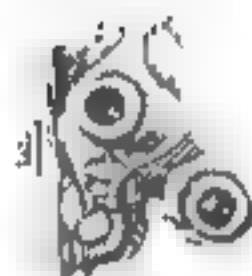
LAS CANNON
71610/2



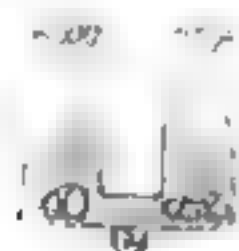
MISSILE LAUNCHER
71610/3



HEAVY PLASMA GUN
71610/4



TORSO
0432/1



WEAPON SHIELD
0432/12



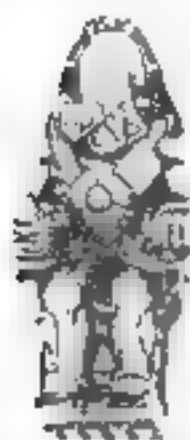
LEFT LEG
0432/14



RIGHT LEG
0432/13



POWER PLANT
0432/2



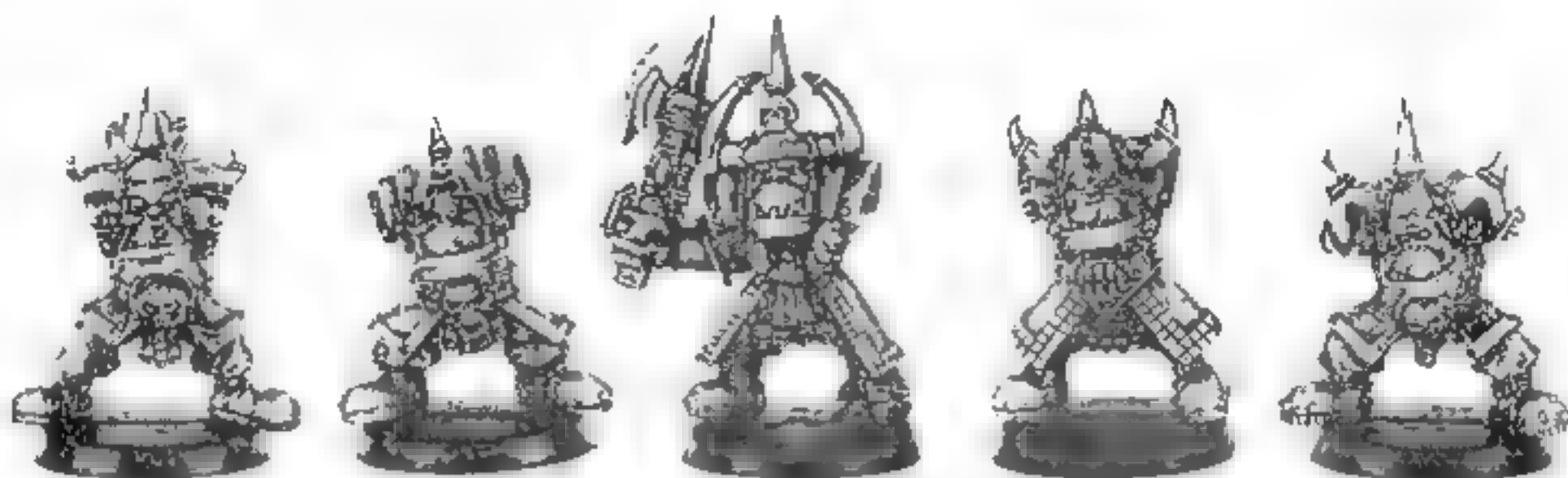
WAR WALKER
GUARDIAN
0432/5

THE COMPLETED ELDAR WAR
WALKER CONSISTS OF:
1 x WAR WALKER GUARDIAN
1 x TORSO
1 x POWER PLANT
2 x WEAPON SHIELD
2 x WEAPONS
1 x LEFT LEG
1 x RIGHT LEG



ORKS

GOFF NOBS



GOFF NOB 1
70801/5

GOFF NOB 2
70801/2

GOFF NOB 3
70801/1

GOFF NOB 4
70801/3

GOFF NOB 5
70801/4

GOFF SKARBOYZ



GOFF SKARBOYZ 1
70800/3

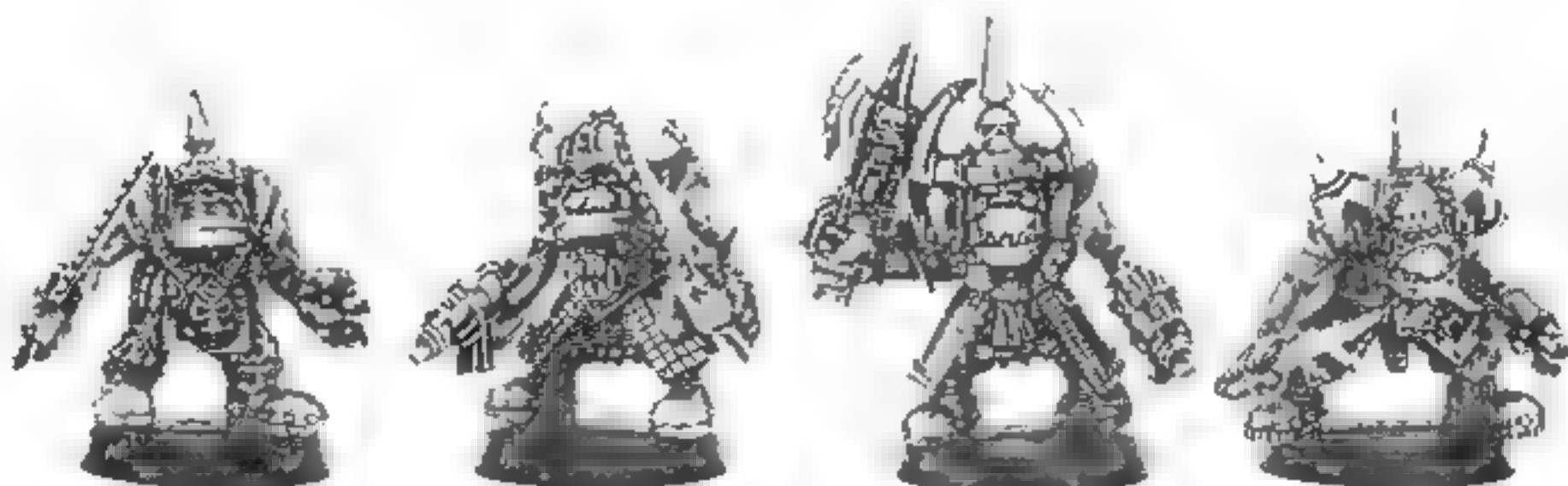
GOFF SKARBOYZ 2
70800/4

GOFF SKARBOYZ 3
70800/5

GOFF SKARBOYZ 4
70800/1

GOFF SKARBOYZ 5
70800/2

THESE MODELS ARE SUPPLIED WITH PLASTIC ORK ARMS AND WEAPONS SPRUES

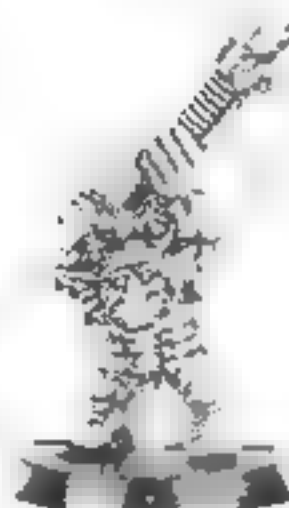


GRETCHIN

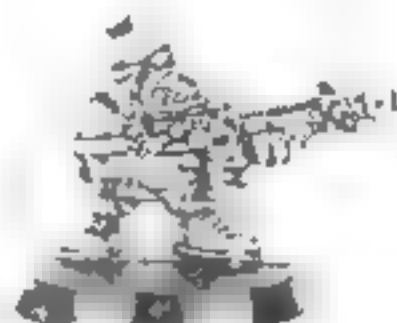
GRETCHIN



GRETCHIN 1
70559/31



GRETCHIN 2
70559/30



GRETCHIN 3
70559/32



GRETCHIN 4
70559/27



GRETCHIN 5
70559/29



GRETCHIN 6
70559/28



GRETCHIN 7
70559/30



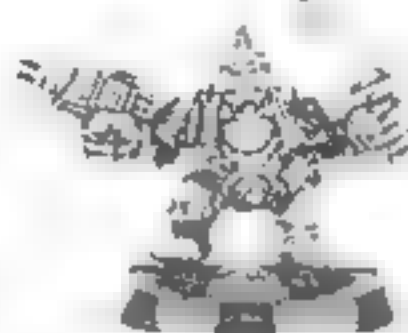
GRETCHIN 8
70559/26



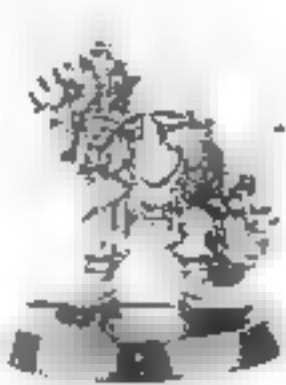
GRETCHIN 9
70559/37



GRETCHIN 10
70559/35



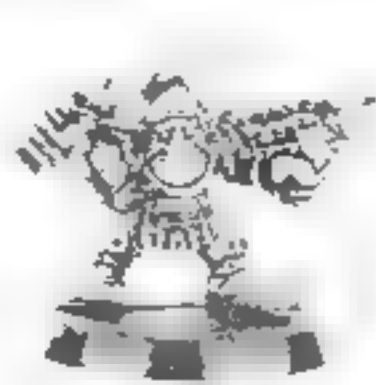
GRETCHIN 11
70559/38



GRETCHIN 12
70559/39



GRETCHIN 13
70559/34



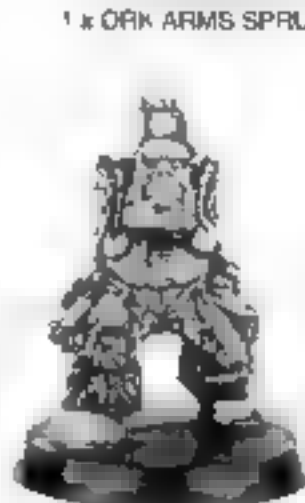
GRETCHIN 14
70559/36

ORKS

Snakebites

THE COMPLETED SNAKEBITE ORKS CONSIST OF:
1 x SNAKEBITE ORK BODY
1 x SNAKEBITE BANNER
1 x ORK ARMS SPRUE

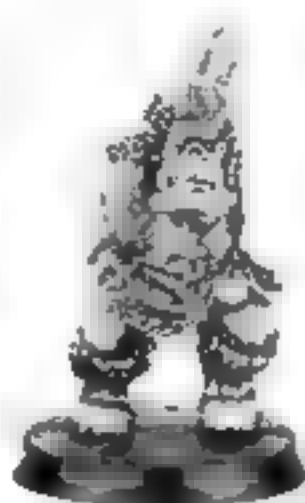
THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AS STANDARD



SNAKEBITE 1
70802/7



SNAKEBITE 2
70802/5



SNAKEBITE 3
70802/6



SNAKEBITE
BANNER 1
0434/1

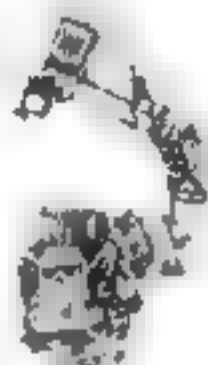


EXAMPLE OF COMPLETED SNAKEBITE ORK

Snakebite Boarboyz

THE COMPLETED SNAKEBITE BOARBOYZ CONSIST OF:
1 x SNAKE BITE BOARBOY BODY
1 x SNAKEBITE BOARBOY LEGS
1 x SNAKEBITE BANNER
1 x ORK ARMS SPRUE
1 x BOAR SPRUE

THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AND A PLASTIC BOAR SPRUE AS STANDARD



BOARBOY TORSO 1
0434/5



BOARBOY TORSO 2
0434/6



BOARBOY TORSO 3
0434/7



BOARBOY LEGS 1
0434/8



BOARBOY LEGS 2
0434/9



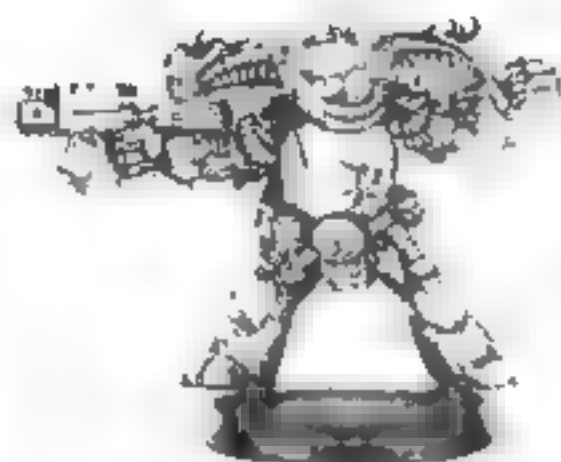
BOARBOY LEGS 3
0434/10

EXAMPLES OF COMPLETED SNAKEBITE BOARBOYZ



CHAOS MARINES

NURGLE PLAGUE MARINES



PLAGUE MARINE
WITH BOLTER 1
70460/2



PLAGUE MARINE
WITH BOLTER 2
70460/3

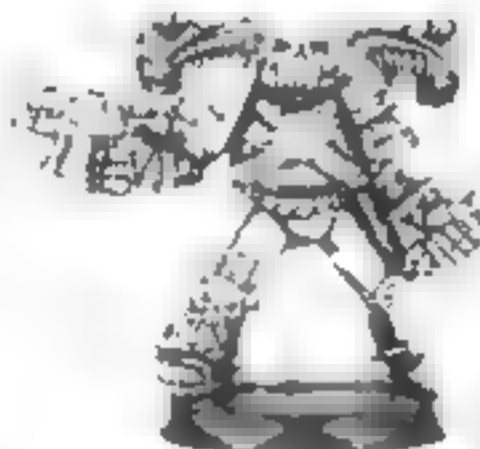


PLAGUE MARINE WITH
CHAINSWORD AND BOLTER
70460/1

WORLD EATERS OF KHORNE ASSAULT MARINES



WORLD EATERS
ASSAULT MARINE 1
70465/1



WORLD EATERS
ASSAULT MARINE 2
70465/2



WORLD EATERS
ASSAULT MARINE 3
70465/3

WORLD EATERS OF KHORNE



WORLD EATER 1
70466/1



WORLD EATER 2
70466/2

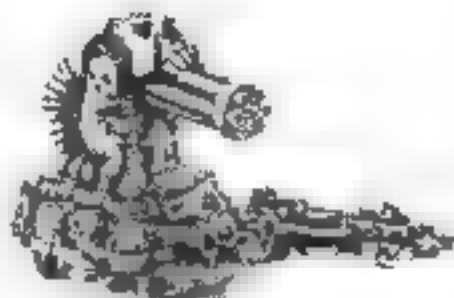


WORLD EATER 3
70466/3

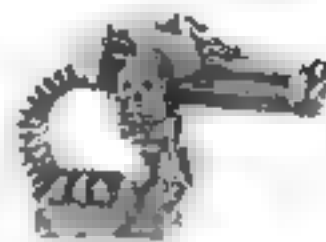
THESE MINIFIGURES ARE SUPPLIED WITH A CHAOS MARINE BACKPACK SPRUE AS STANDARD

DAEMON ENGINES OF KHORNE

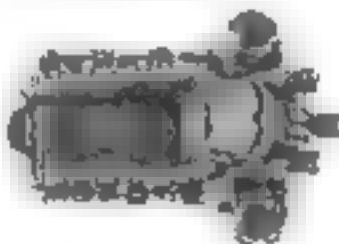
BRASS SCORPION



THE COMPLETE
BRASS SCORPION
CONSISTS OF:
1 x BRASS SCORPION BASE
1 x SCORPION CANNON
2 x POWER SAW



SCORPION CANNON
076544/11



BRASS SCORPION BASE
076544/10



POWER SAW
076544/12

DOOM BLASTER



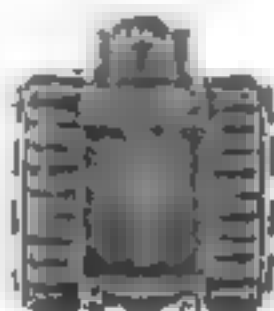
THE COMPLETE
DOOM BLASTER
CONSISTS OF:
1 x DOOM BLASTER BASE
1 x DOOM BLASTER LEFT
MORTAR
1 x DOOM BLASTER RIGHT
MORTAR
1 x BATTLE SCYTHE 3



DOOM BLASTER LEFT
MORTAR
076545/14



DOOM BLASTER RIGHT
MORTAR
076545/15



DOOM BLASTER BASE
076545/13



BATTLE SCYTHE 3
076545/16

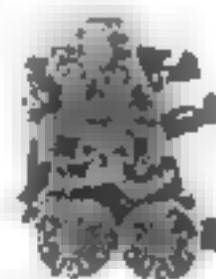
BLOOD REAPER



THE COMPLETE
BLOOD REAPER
CONSISTS OF:
1 x SKULL CANNON
1 x BLOOD REAPER LEFT
TOWER
1 x BLOOD REAPER RIGHT
TOWER
1 x BATTLE SCYTHE 4



BLOOD REAPER LEFT TOWER
076546/16



BLOOD REAPER RIGHT TOWER
076546/17



SKULL CANNON
076546/19



BATTLE SCYTHE 4
076546/20

CHAOS TITAN

BANELORD CHAOS TITAN OF KHORNE



EXAMPLE OF COMPLETED BANELORD TITAN

THE COMPLETE
CHAOS TITAN
CONSISTS OF:

- 1 x HELLSTRIKE CANNON
- 1 x HAVOC MISSILE RACK
- 1 x HAVOC BANNER POLES
- 1 x BLOODLETTER HEAD
- 1 x HEAD CANNON
- 1 x DOOMFIST
- 1 x KHORNE TAIL
- 1 x TITAN BODY SPRUE



BLOODLETTER HEAD
0843/1



HEAD CANNON
0843/2

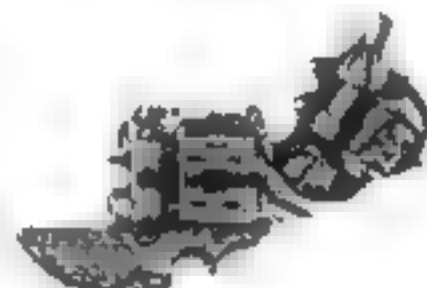
HAVOC BANNER POLES
0843/3



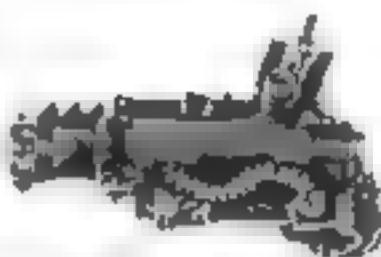
KHORNE TAIL
0843/3



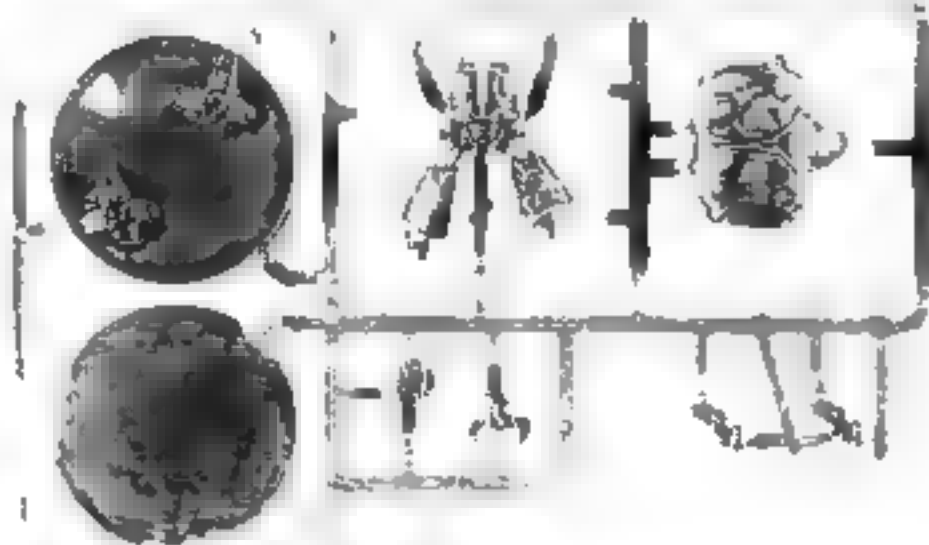
HAVOC MISSILE RACK
0843/7



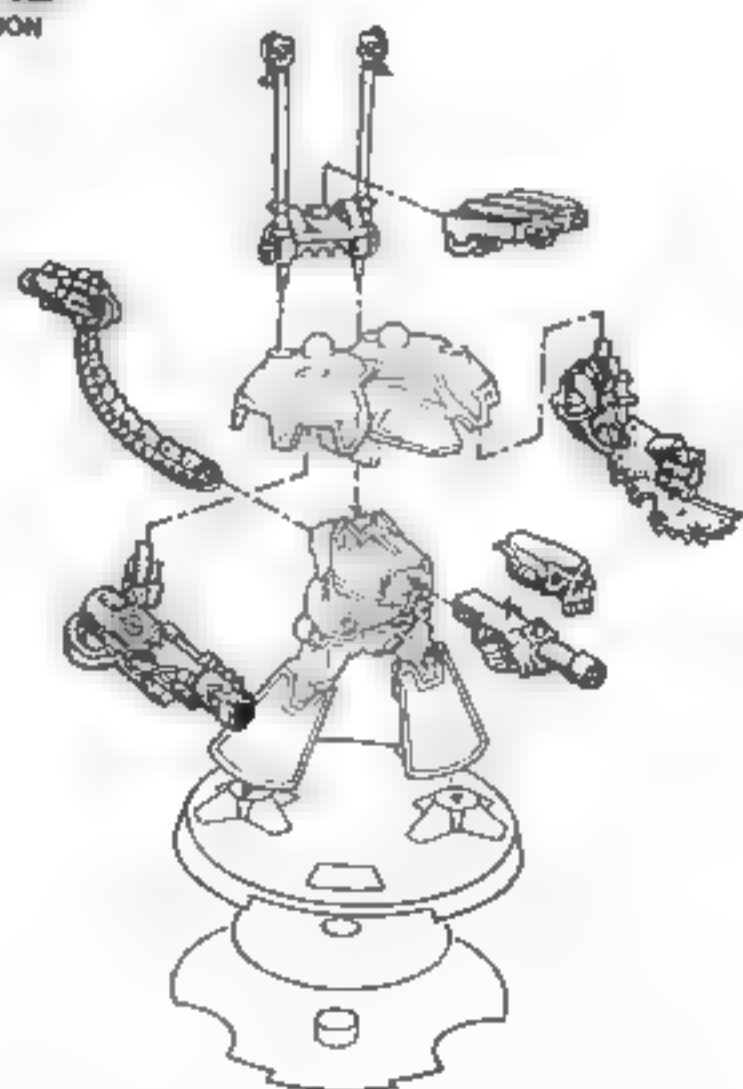
DOOMFIST
0843/5



HELLSTRIKE CANNON
0843/4



TITAN BODY SPRUE
(NOT SHOWN AT ACTUAL SIZE)
1371186



EPIC TZEENTCH

TZEENTCH FIRE LORD

THE COMPLETED TZEENTCH FIRE LORD
CONSISTS OF:
1 x TZEENTCH FIRE LORD BODY
1 x TZEENTCH FIRE LORD WINGS
1 x PLASTIC FLYING BASE



TZEENTCH FIRE
LORD BODY
76531/1



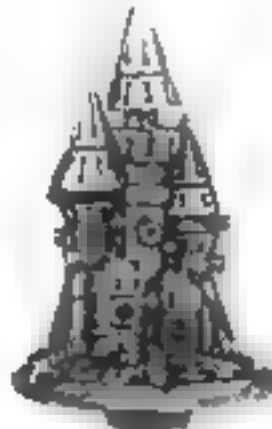
EXAMPLE OF THE COMPLETED TZEENTCH FIRE LORD



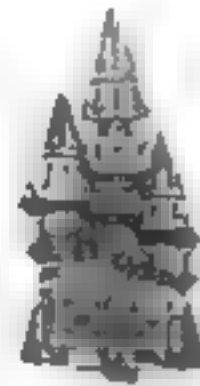
TZEENTCH FIRE
LORD WINGS
76531/2

SILVER TOWERS OF TZEENTCH

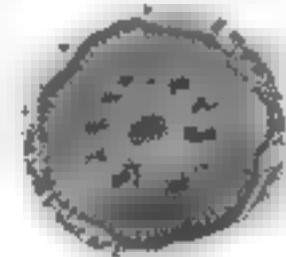
THE COMPLETED SILVER TOWERS OF
TZEENTCH CONSIST OF:
1 x SILVER TOWERS OF TZEENTCH TOWER
1 x SILVER TOWERS OF TZEENTCH BASE
1 x PLASTIC FLYING BASE



EXAMPLE OF THE COMPLETED SILVER TOWERS OF TZEENTCH

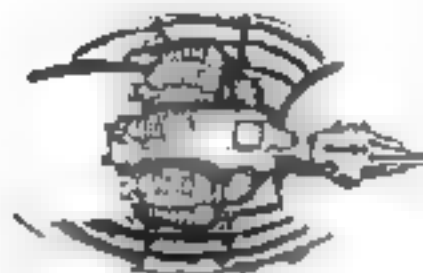


SILVER TOWER OF
TZEENTCH TOWER
076532/1



SILVER TOWER OF
TZEENTCH BASE
076532/2

DOOMWING



DOOMWING
076533/1

THE COMPLETE DOOMWING
CONSISTS OF:
1 x DOOMWING
1 x PLASTIC FLYING BASE





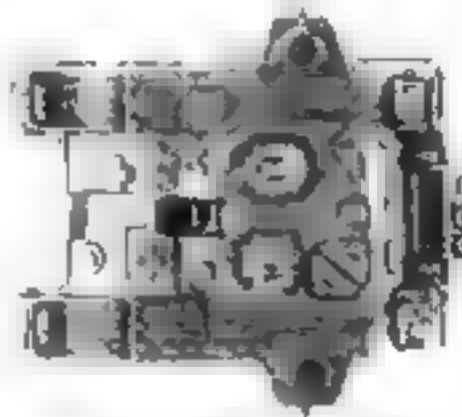
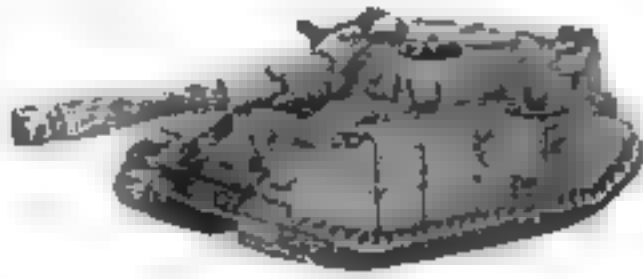
A STORMBLADE COMPANY LEADS AN ARMORED SPEARHEAD



A CHAOS ARMY OF KHORNE MARCHES TO BATTLE

IMPERIAL TANKS

SHADOWSWORD



SHADOWSWORD CHASSIS
0760544

THE COMPLETE SHADOWSWORD CONSISTS OF:
1 x SHADOWSWORD CHASSIS
1 x VOLCANO CANNON
1 x SPONSON TURRETS 2

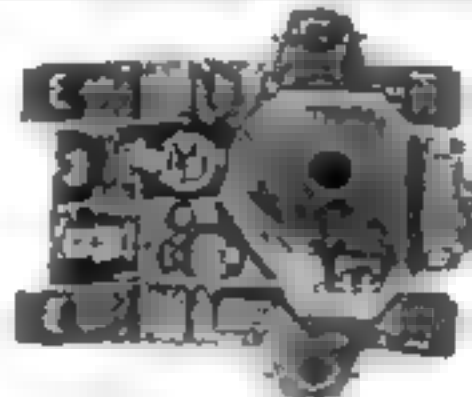
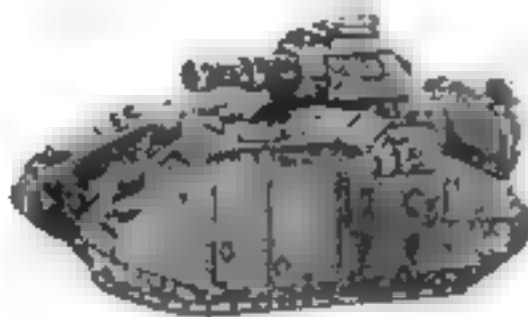


VOLCANO CANNON
0760545



SPONSON TURRETS 2
0760546

BANEBLADE



BANEBLADE CHASSIS
0760541

THE COMPLETE BANEBLADE CONSISTS OF:
1 x BANEBLADE CHASSIS
1 x BANEBLADE TURRET
1 x SPONSON TURRETS 2

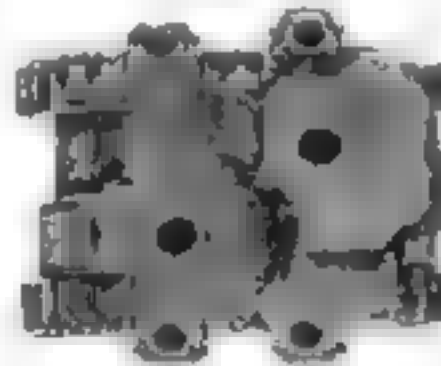


BANEBLADE TURRET
0760543



SPONSON
TURRETS 1
0760542

STORM HAMMER



STORM HAMMER CHASSIS
0760547

THE COMPLETE STORM HAMMER
CONSISTS OF:
1 x STORM HAMMER CHASSIS
2 x STORM HAMMER TURRETS
2 x SPONSON TURRETS 2

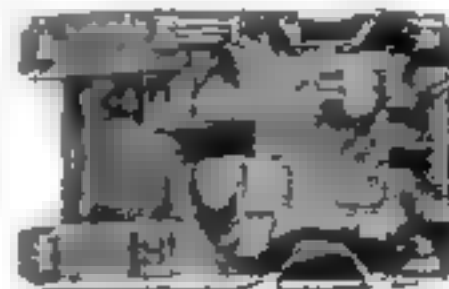


STORM HAMMER TURRET
0760548



SPONSON TURRETS 2
0760546

STORMBLADE



STORMBLADE BODY
0845/1

THE COMPLETE STORMBLADE
CONSISTS OF:
1 x STORMBLADE BODY
1 x PLASMA BLASTGUN
1 x HUNTER / KILLER MISSILES
1 x BATTLE CANNON



PLASMA BLASTGUN
0845/2



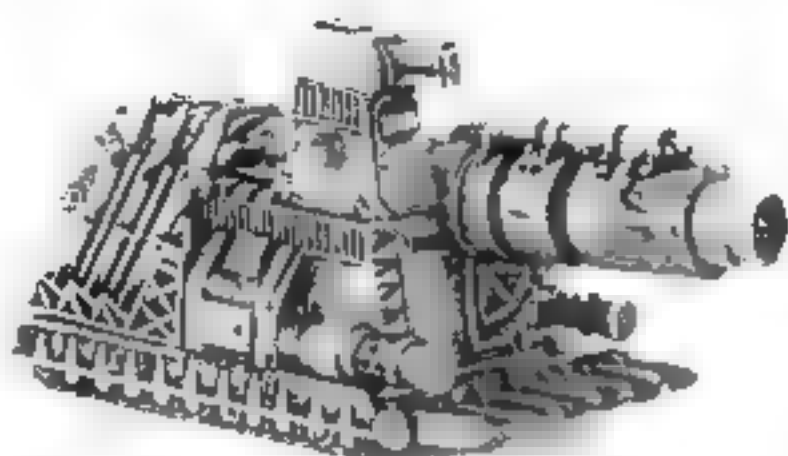
HUNTER / KILLER
MISSILES
0845/3



BATTLE CANNON
0845/4

EPIC SQUAT

SQUAT CYCLOPS



EXAMPLE OF COMPLETED SQUAT CYCLOPS

THE COMPLETED SQUAT CYCLOPS CONSISTS OF:

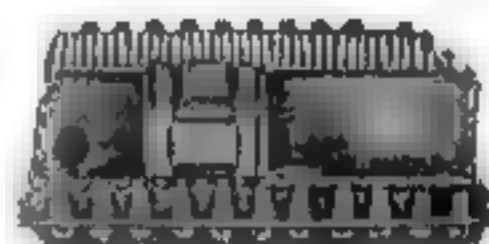
- 1 x HELLFURY CANNON BARREL
- 1 x HELLFURY CANNON END
- 1 x HELLFURY CANNON TOP
- 2 x DOOMSTORM MISSILES
- 1 x RAM
- 1 x BATTLE CANNON TURRET
- 2 x MELTA CANNON
- 1 x HULL LEFT SIDE
- 1 x HULL RIGHT SIDE
- 1 x HULL REAR
- 1 x BARREL SUPPORT



HULL RIGHT SIDE
0500/1



HELLFURY CANNON TOP
0500/3



HULL LEFT SIDE
0500/2



HULL REAR
0500/5



BARREL SUPPORT
0500/4



HELLFURY CANNON BARREL
0500/6



HELLFURY CANNON END
0500/7



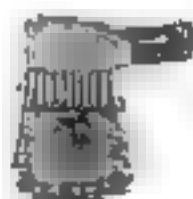
RAM
0500/10



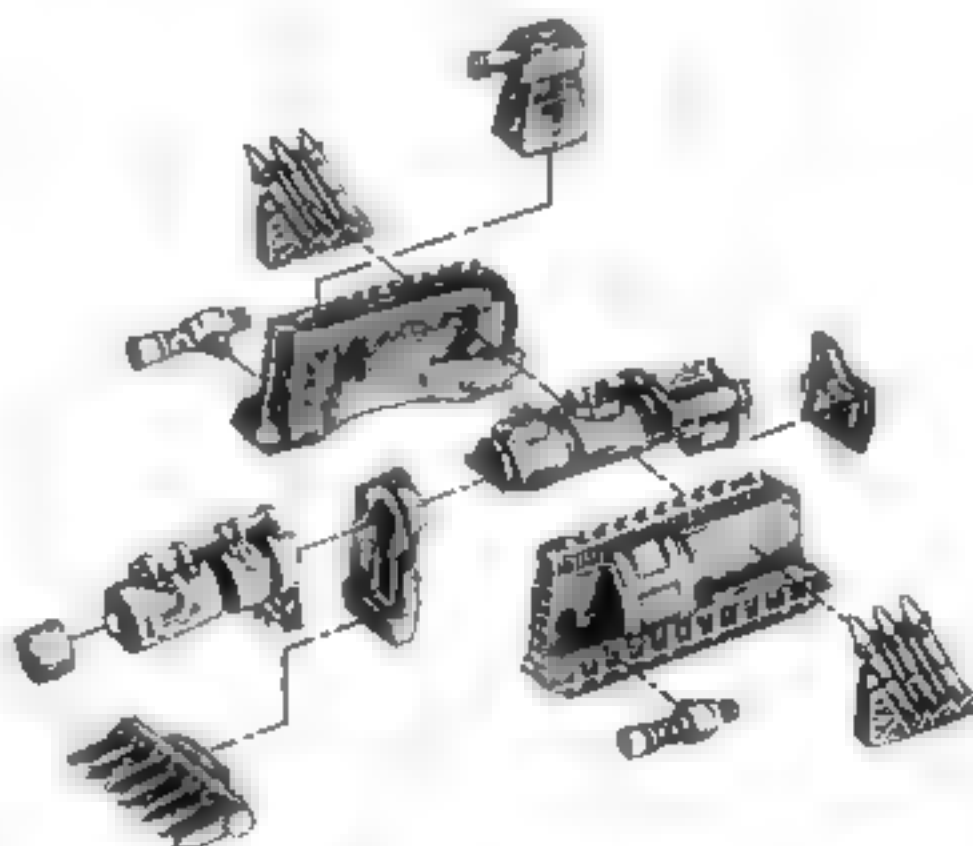
MELTA CANNON
0500/8



DOOMSTORM MISSILES
0500/1



BATTLE CANNON TURRET
0500/9



SPACE MARINE®



The Great Gargant is the most powerful of all Space Ork Mekboy inventions. Its vast body houses a multitude of orky engines, generators and dynamos, which power its frightening array of awesome weaponry. The Mega-cannon mounted in its belly and on its arm blast its enemies with massive destructive power. The Super Lifta-Droppa can pound armoured enemies into the ground and the Gork head has massive Traktor Cannons mounted in the eye sockets to drag its opponents to their certain doom.

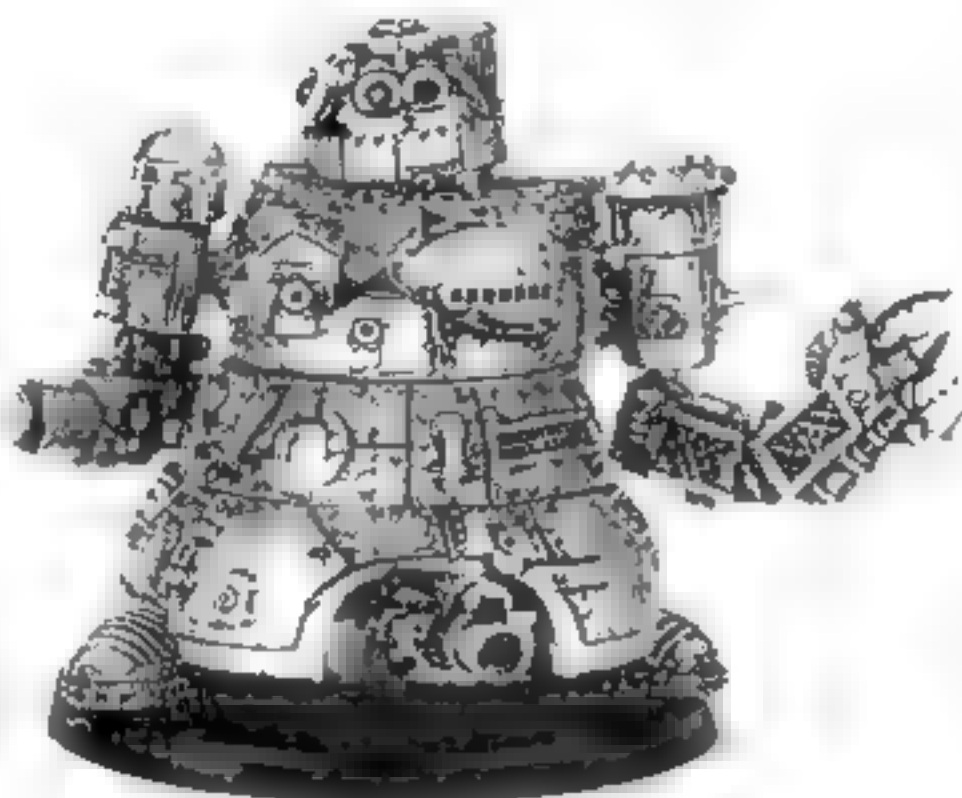


Citadel Miniatures are supplied unpainted. This model requires assembly. We recommend that parts are carefully cleaned and trimmed with a modelling knife before painting with Citadel paints. This is a Citadel Miniatures expert kit and requires a degree of modelling skill. We do not recommend this kit for young or inexperienced modellers.

GAMES®
WORKSHOP

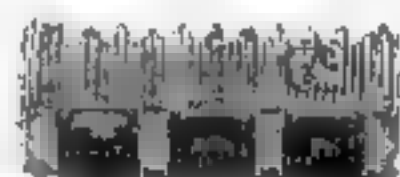
EPIC ORK

GREAT GARGANT

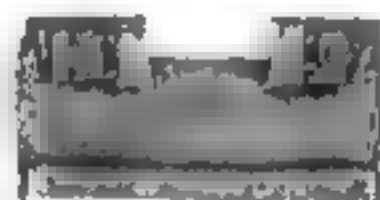


EXAMPLE OF COMPLETED ORK GARGANT

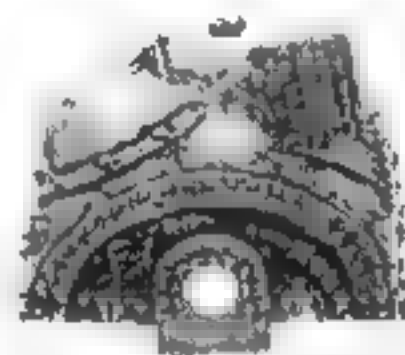
THE COMPLETE ORK GREAT GARGANT
CONSISTS OF
3x BODY SECTIONS
1x HEAD
2x FEET
2x SHOULDER MOUNTS
1x OBSERVATION TURRET
1x SCORCHER GUN
1x FURNACE DOOR
1x SUPER LIFTA DROPPA
1x GUTBUSTER MEGA-CANNON
1x MEGA-CANNON
1x BALCONY



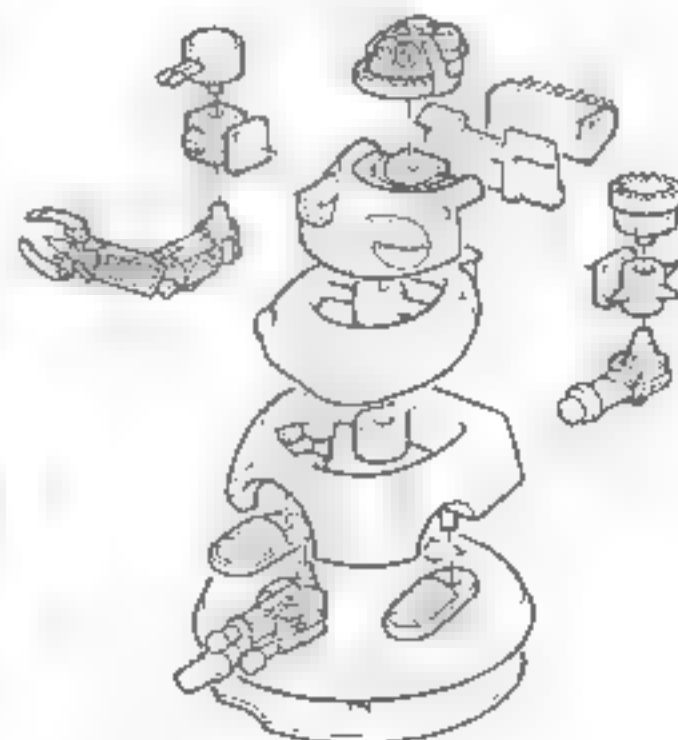
BALCONY
0827/9



FURNACE DOORS
0827/22



BODY SECTION 6
0827/21



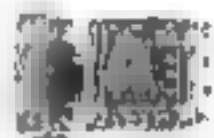
SCORCHER
TURRET
0827/14



OBSERVATION
TURRET
0827/13



MEGA-CANNON
0827/26



WEAPON
MOUNT 2
0827/12



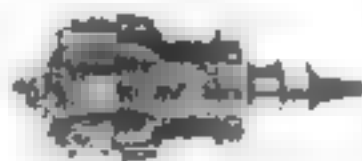
WEAPON
MOUNT 1
0827/11



SUPER LIFTA DROPPA
0827/24



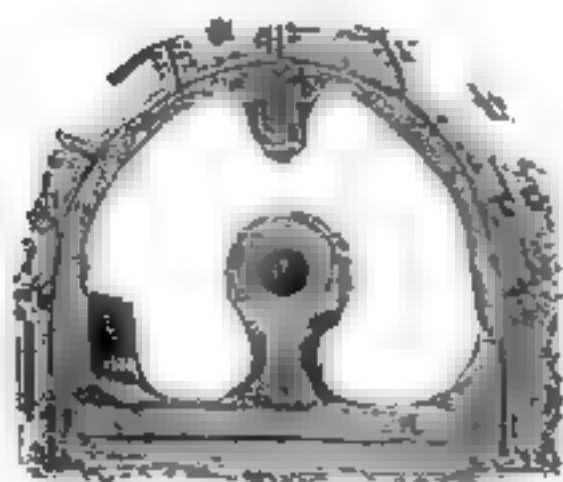
FOOT
0827/10



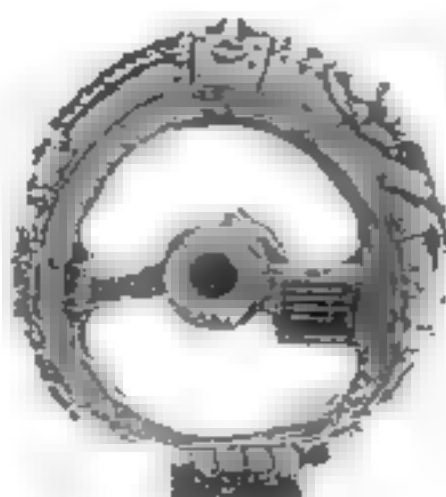
GUTBUSTER
MEGA-CANNON
0827/25



GORK HEAD 2
0827/23



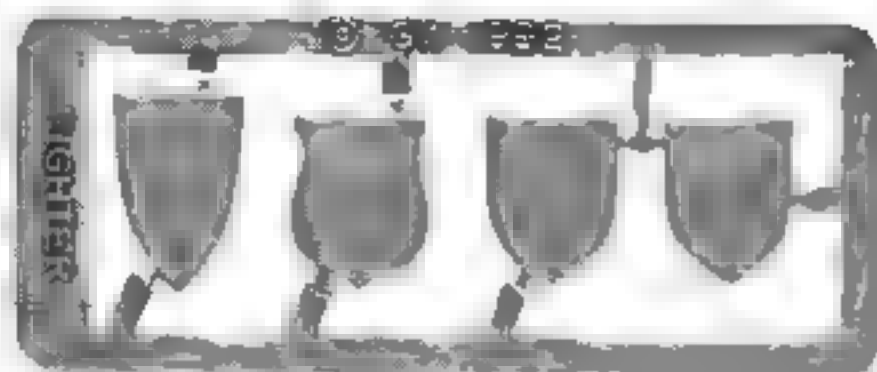
BODY SECTION 4
0827/20



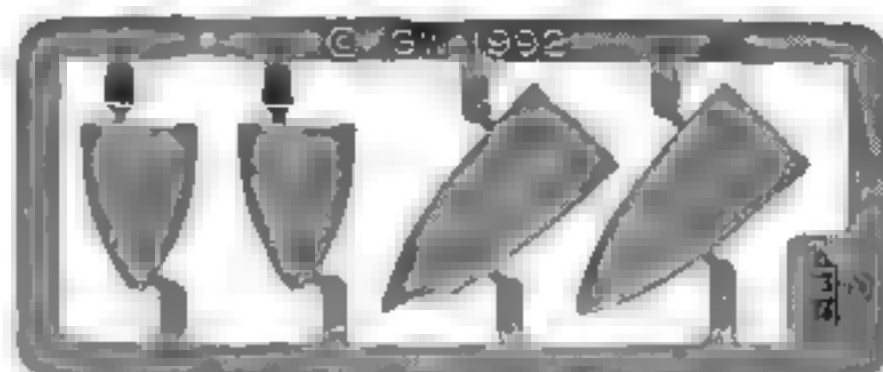
BODY SECTION 2
0827/5

PLASTICS

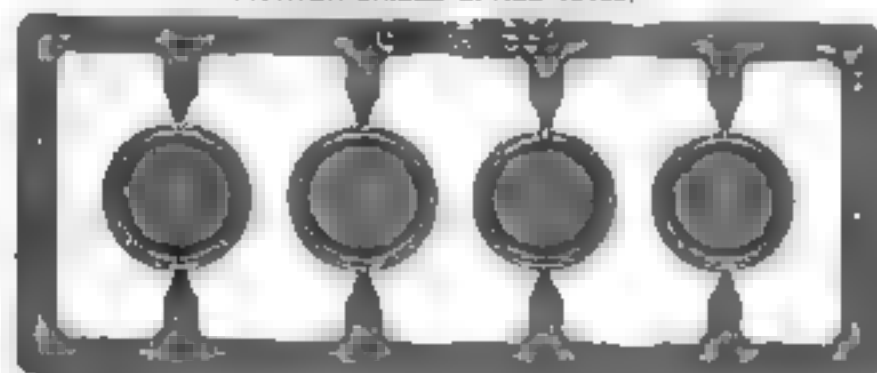
PLASTIC SHIELDS



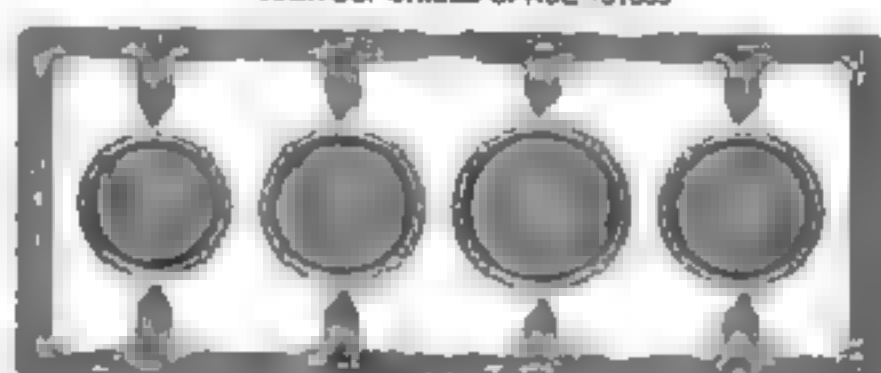
FIGHTER SHIELD SPRUE 101637



HIGH ELF SHIELD SPRUE 101635

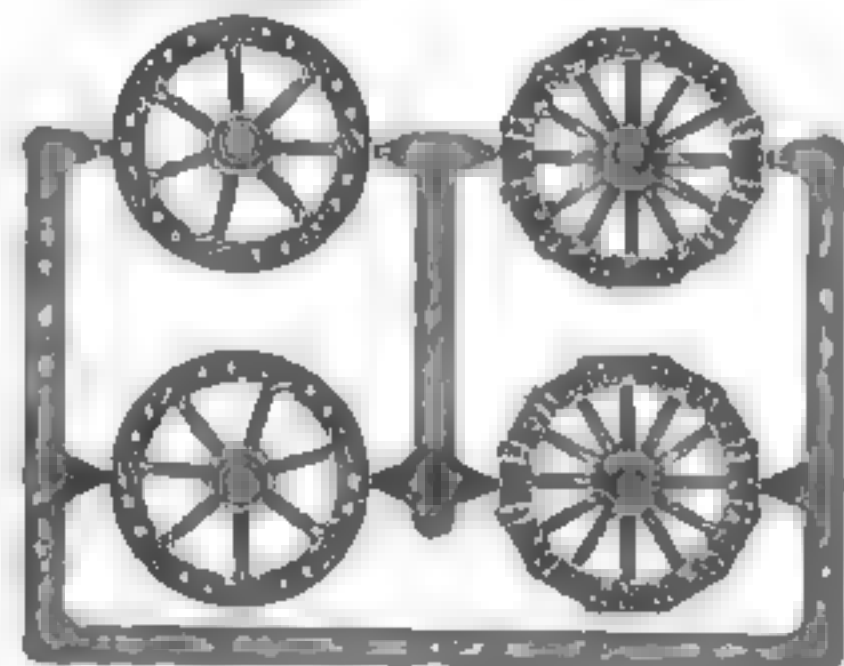


SMALL ROUND SHIELD SPRUE 111205

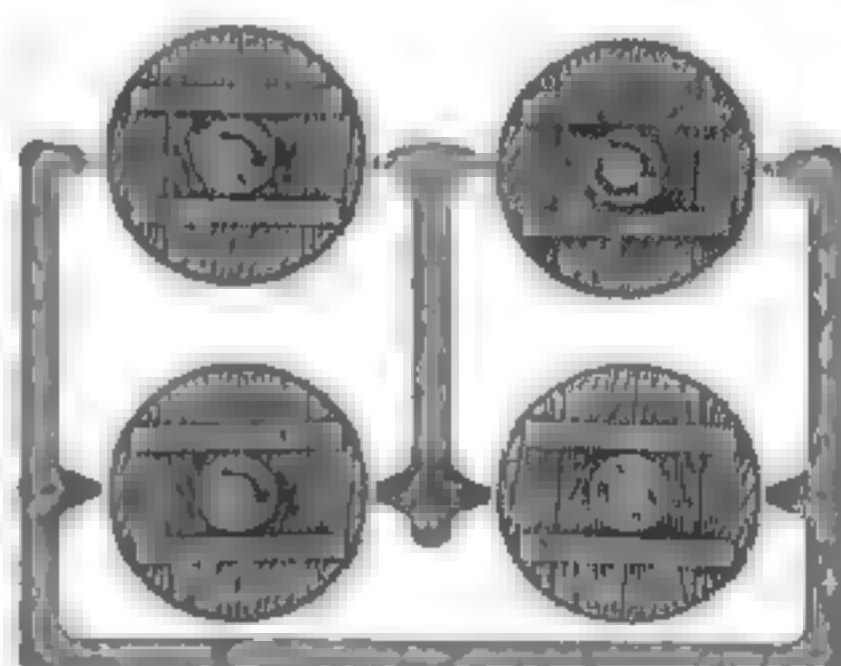


LARGE ROUND SHIELD SPRUE 111204

PLASTIC WHEELS



SPOKED WHEEL SPRUE 100657

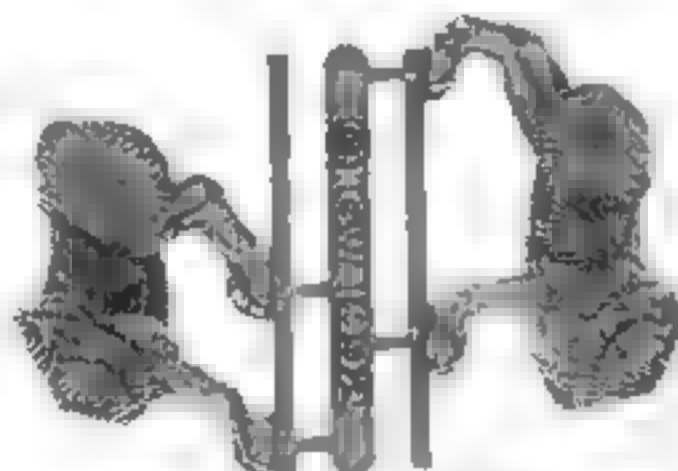


SOLID WHEEL SPRUE 100658

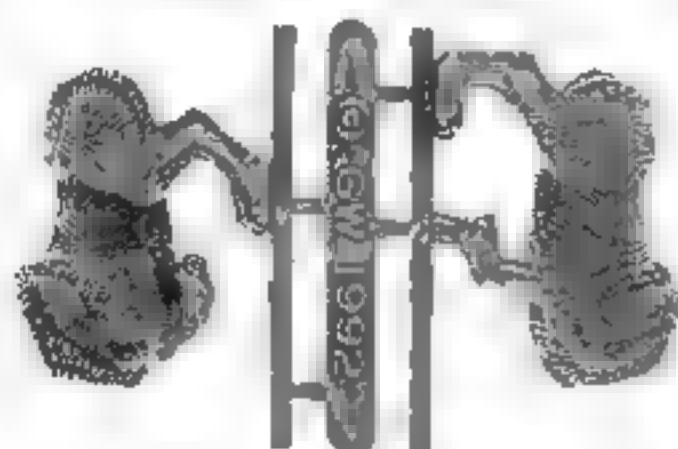
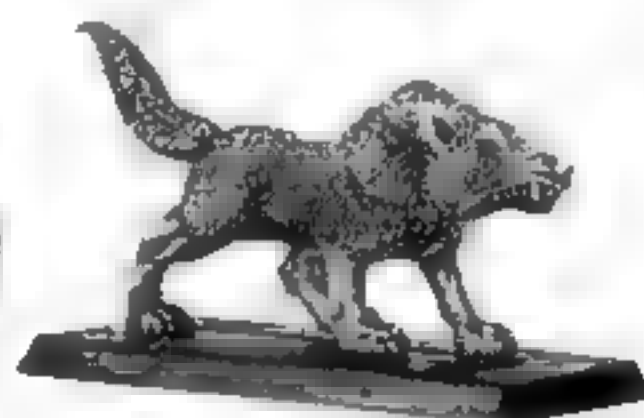
PLASTIC WOLVES



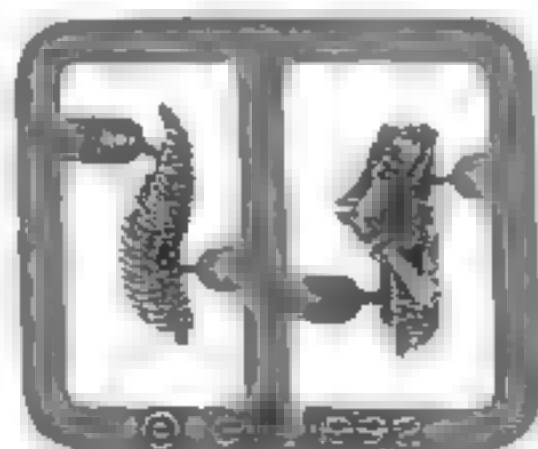
WOLF HEAD / TAILS 1 100318/1



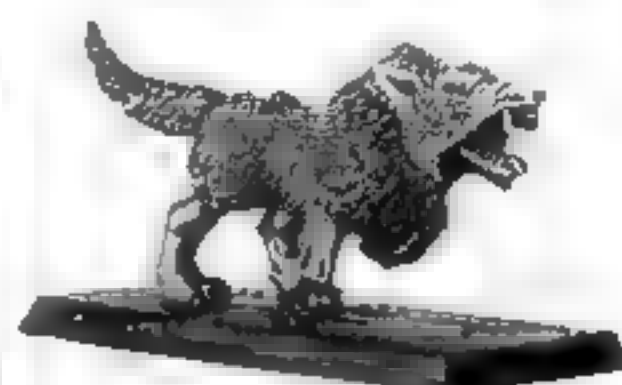
WOLF BODY 2 100318/4



WOLF BODY 1 100318/3



WOLF HEAD / TAILS 2 100318/2



EXAMPLES OF COMPLETED PLASTIC WOLVES

PLASTIC HORSES

HORSE



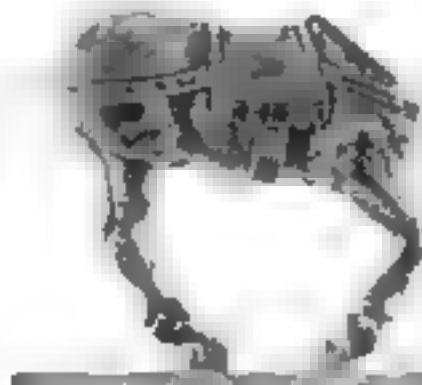
HORSE HEAD AND TAIL 1
131415/1B



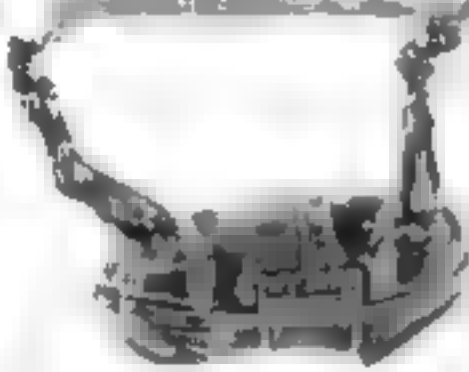
HORSE HEAD AND TAIL 2
131415/2B



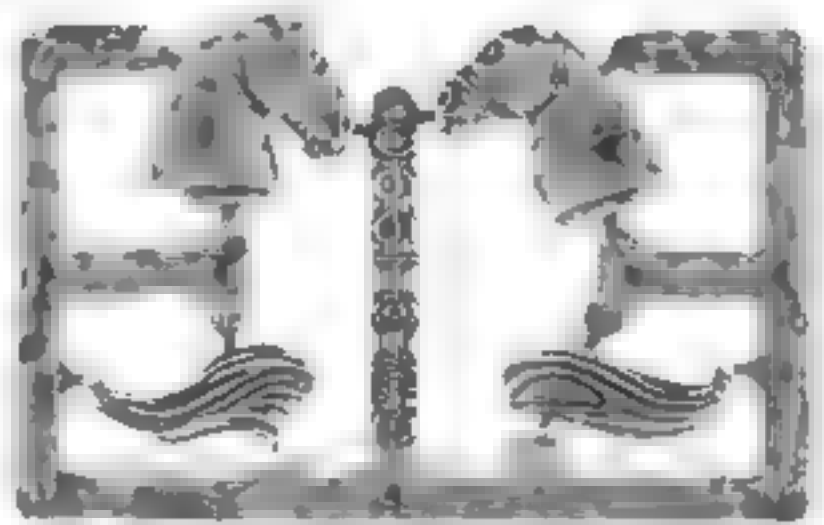
HORSE BODY 2
131415/4B



HORSE BODY 1
131415/3B



CAPARISON HORSE



CAPARISON HORSE 3
102788/3



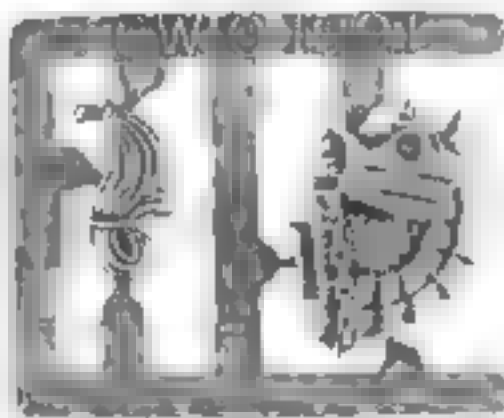
CAPARISON HORSE 1
102788/1



CAPARISON HORSE 2
102788/2



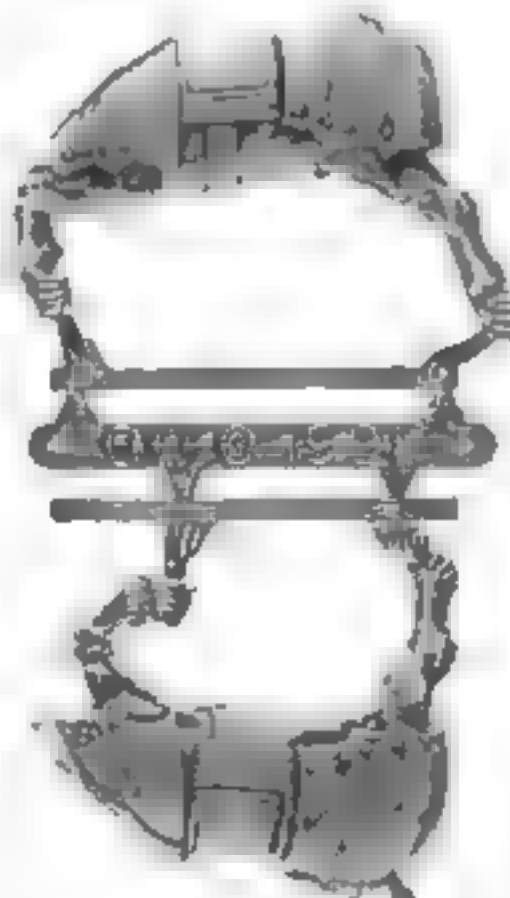
ARMOURED HORSE



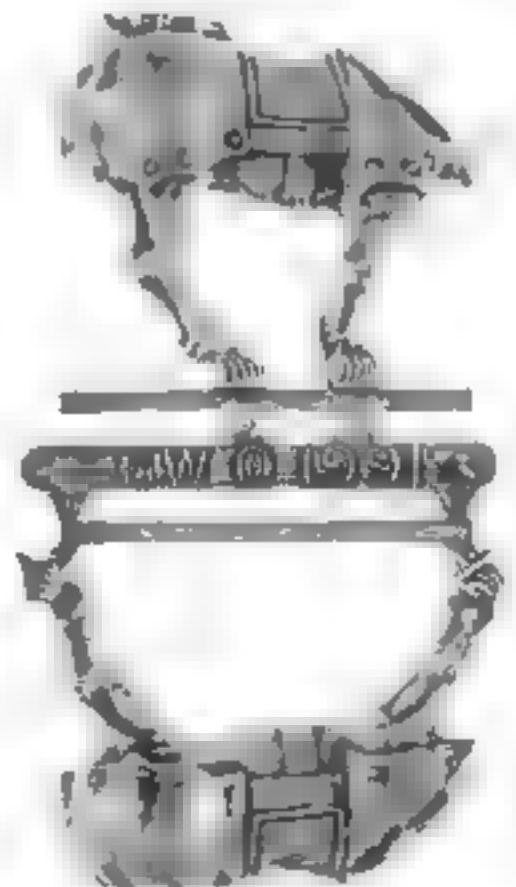
ARMOURED HORSE
HEAD AND TAIL 1
100849/1A



ARMOURED HORSE
HEAD AND TAIL 2
100849/2A



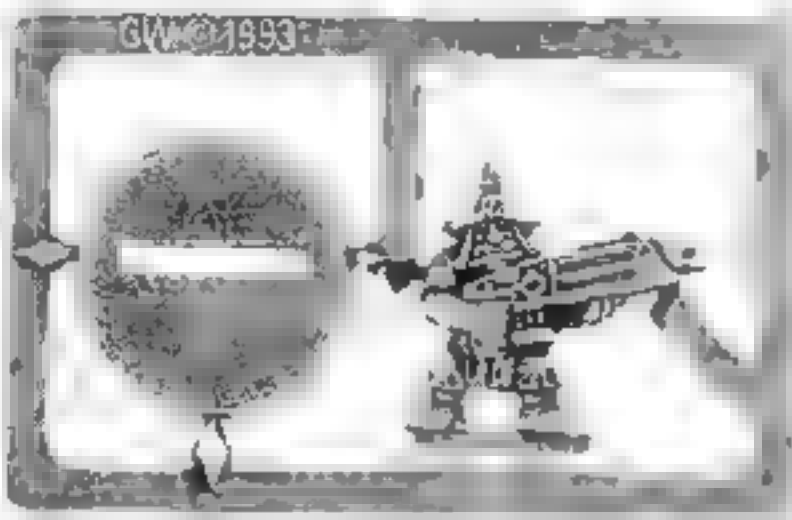
ARMOURED HORSE 1
100849/3A



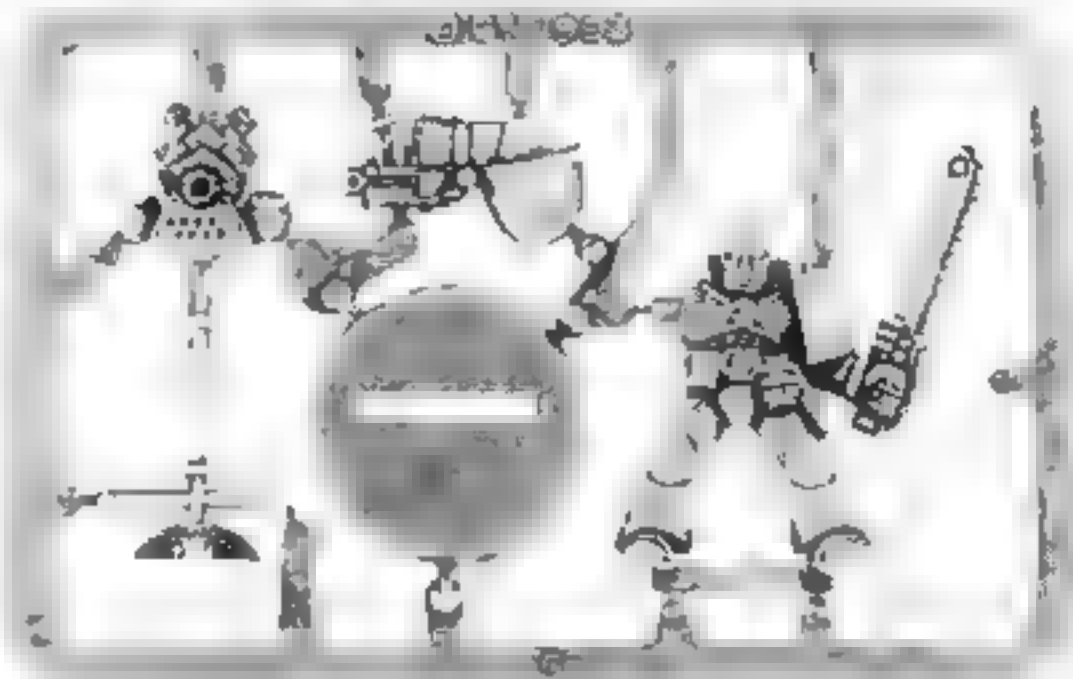
ARMOURED HORSE 2
100849/4A

PLASTICS

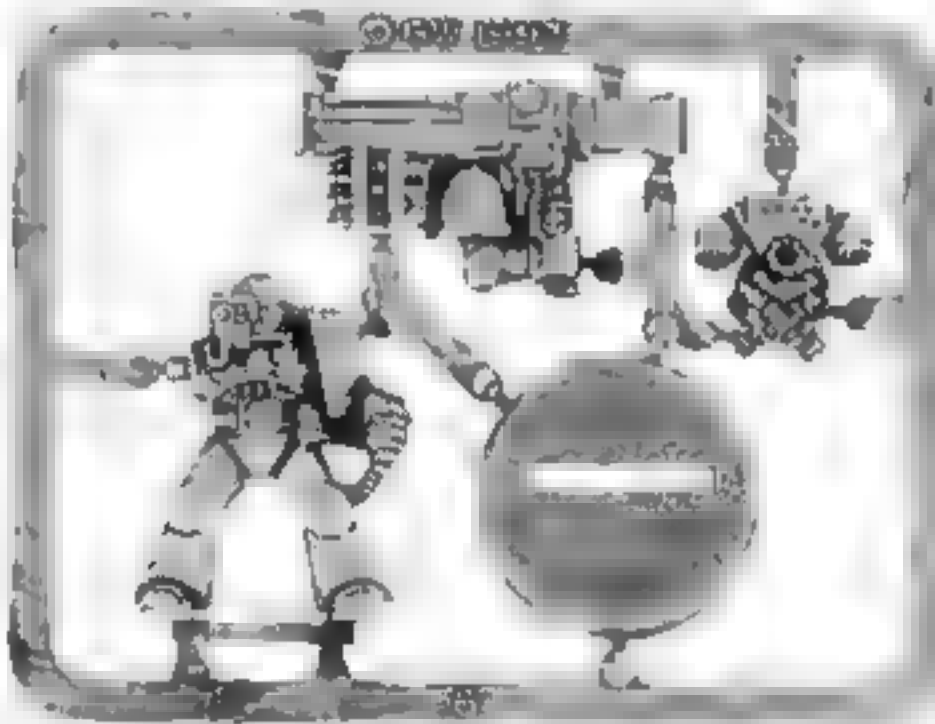
WARHAMMER 40,000 PLASTIC MINIATURES



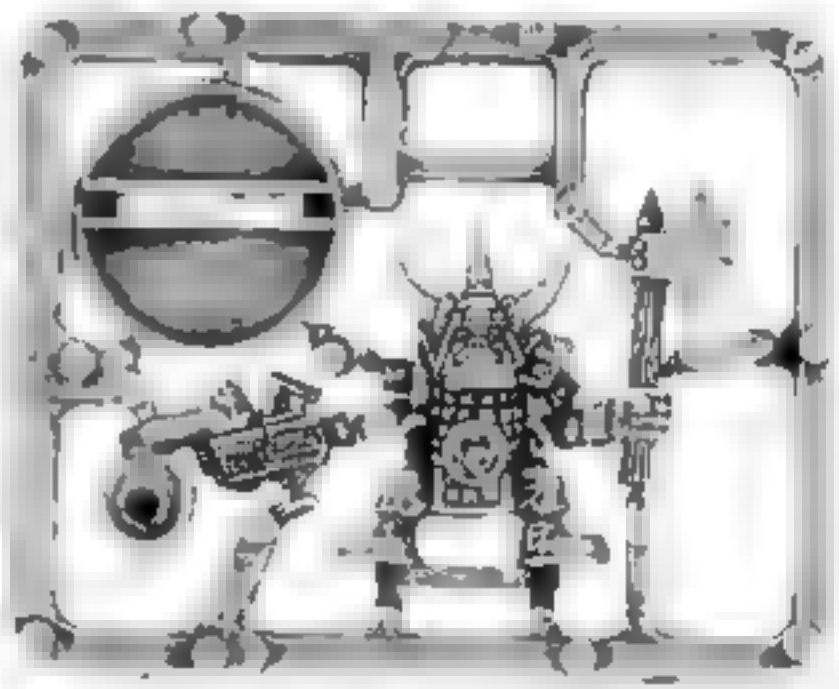
GRETCHIN SPRUE 107250



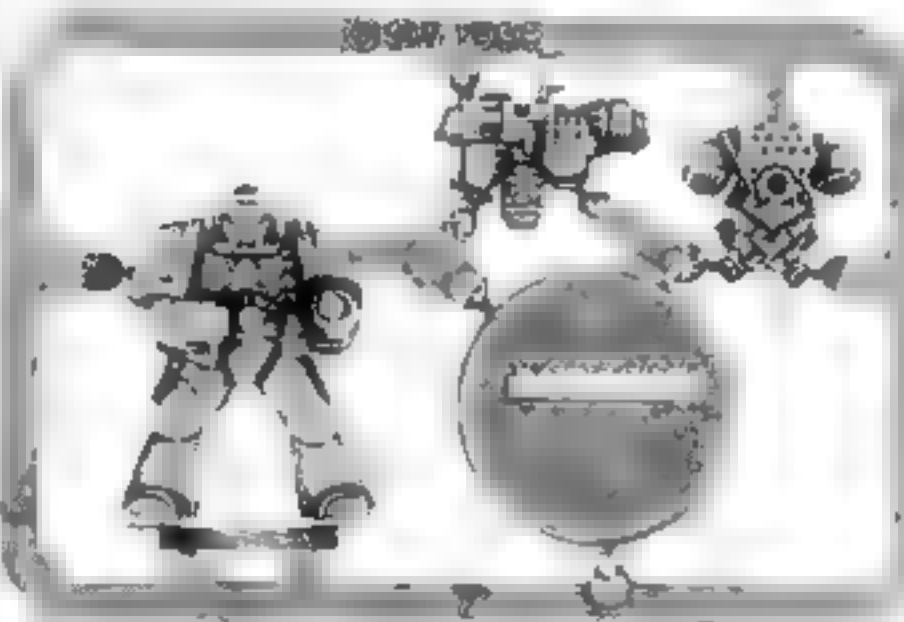
SPACE MARINE SERGEANT SPRUE 107255



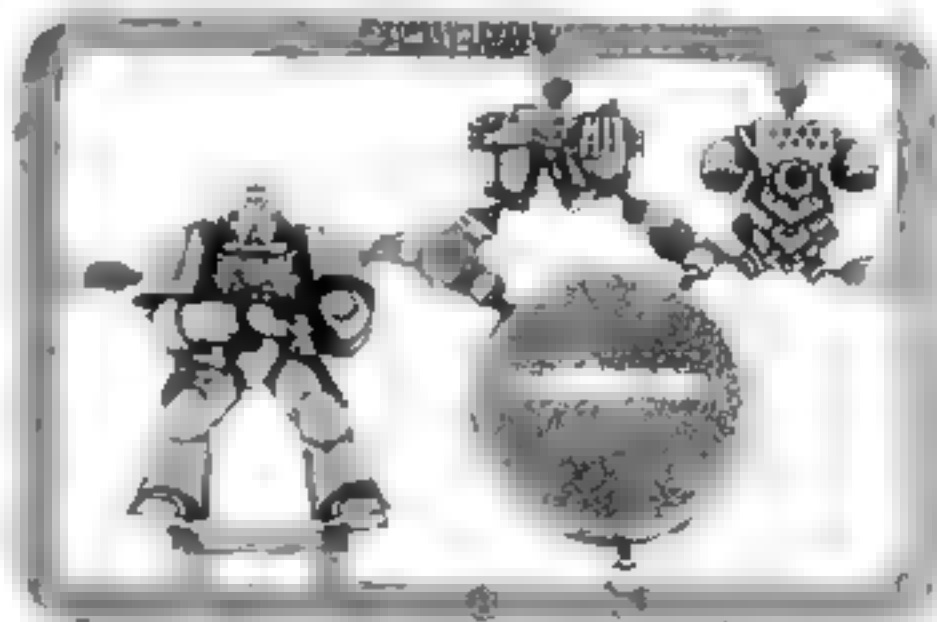
SPACE MARINE MISSILE LAUNCHER SPRUE 107255



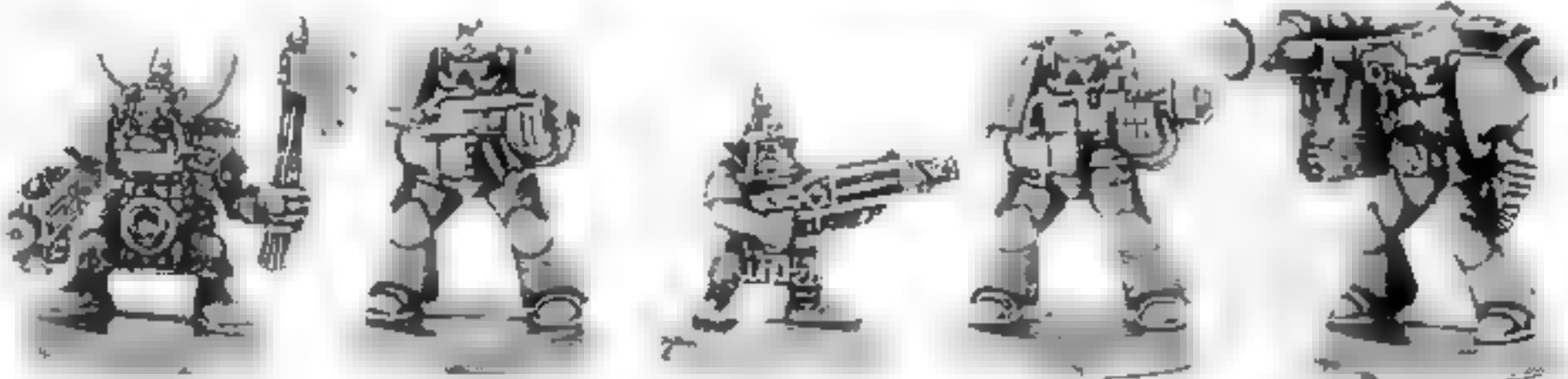
ORK SPRUE 107245



SPACE MARINE FLAMER SPRUE 107255



SPACE MARINE BOLTER SPRUE 107255



EXAMPLES OF COMPLETED WARHAMMER 40,000 PLASTIC MINIATURES

WARHAMMER 40,000

PLASTIC BOXED SETS IMPERIAL SPACE MARINES

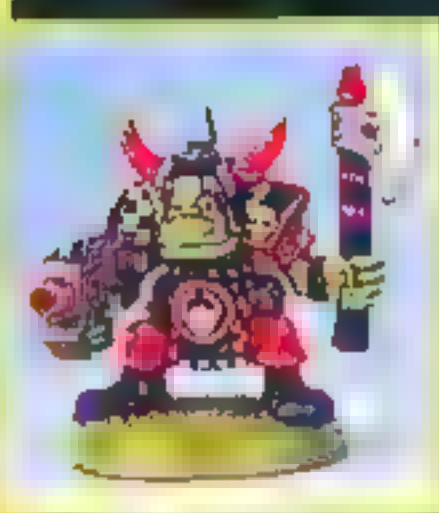


BOXED SET
INCLUDES
3 FULL COLOUR
BANNERS AND
3 TRANSFER
SHEETS

SPACE ORK WARRIORS



BOXED SET
INCLUDES
FULL COLOUR
TRANSFER
SHEET



GRETCHIN



The Citadel name, the Games Workshop logo, the Warhammer 40,000 logo and Space Marines are registered trademarks of Games Workshop Ltd.

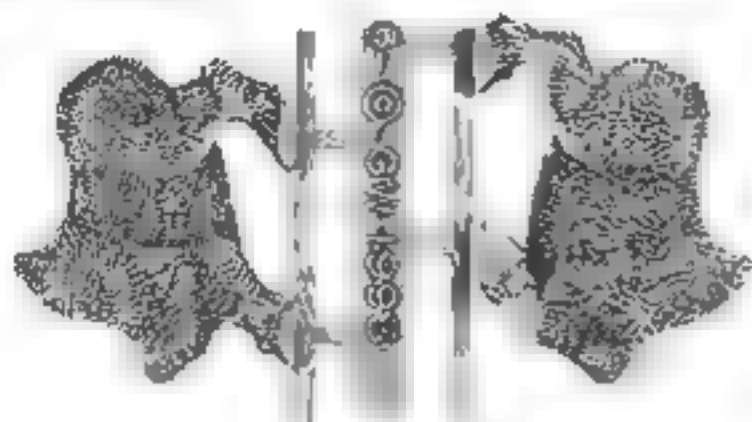
Citadel, Games Workshop, Ork and Gretchin are trademarks of Games Workshop Ltd.
© Games Workshop Ltd, 1994. All rights reserved.



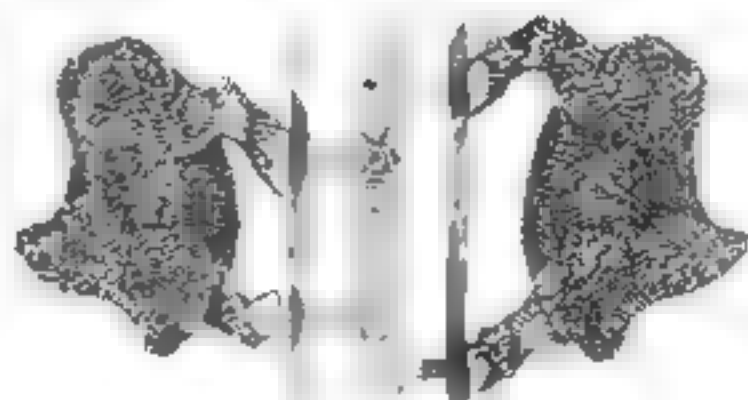
All models supplied unpainted

PLASTICS

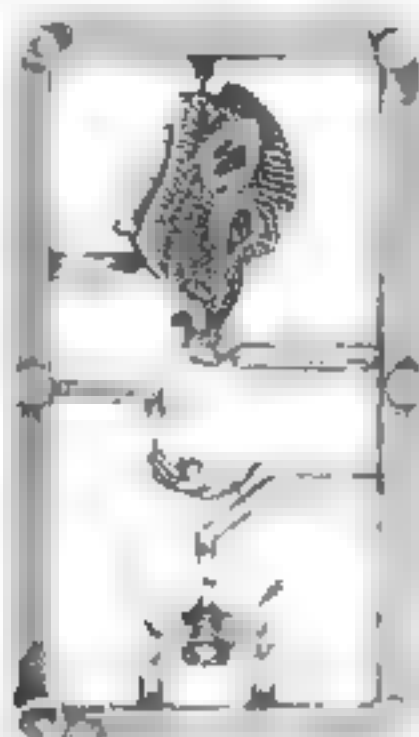
PLASTIC BOARS



BOAR BODY SPRUE 1
129844



BOAR BODY SPRUE 2
129844



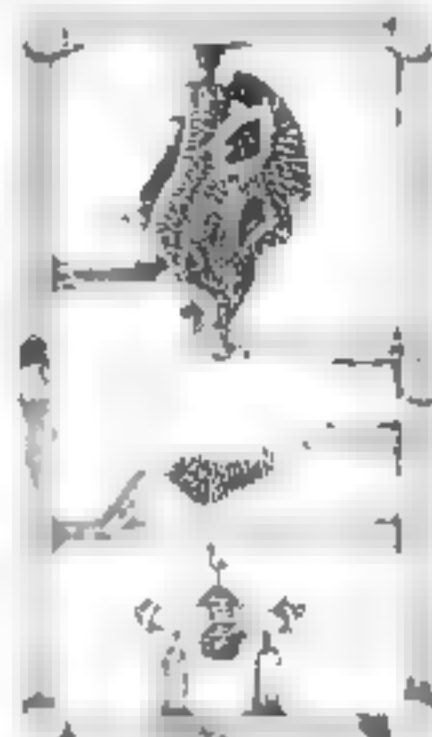
BOAR HEAD SPRUE 1
129844



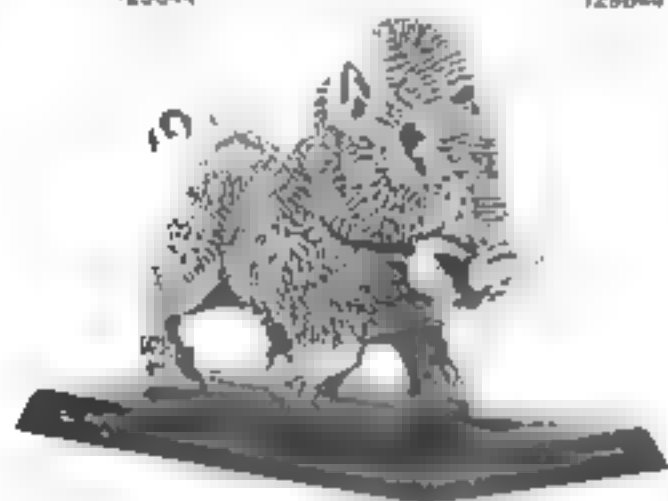
BOAR HEAD SPRUE 2
129844



BOAR HEAD SPRUE 3
129844



BOAR HEAD SPRUE 4
129844

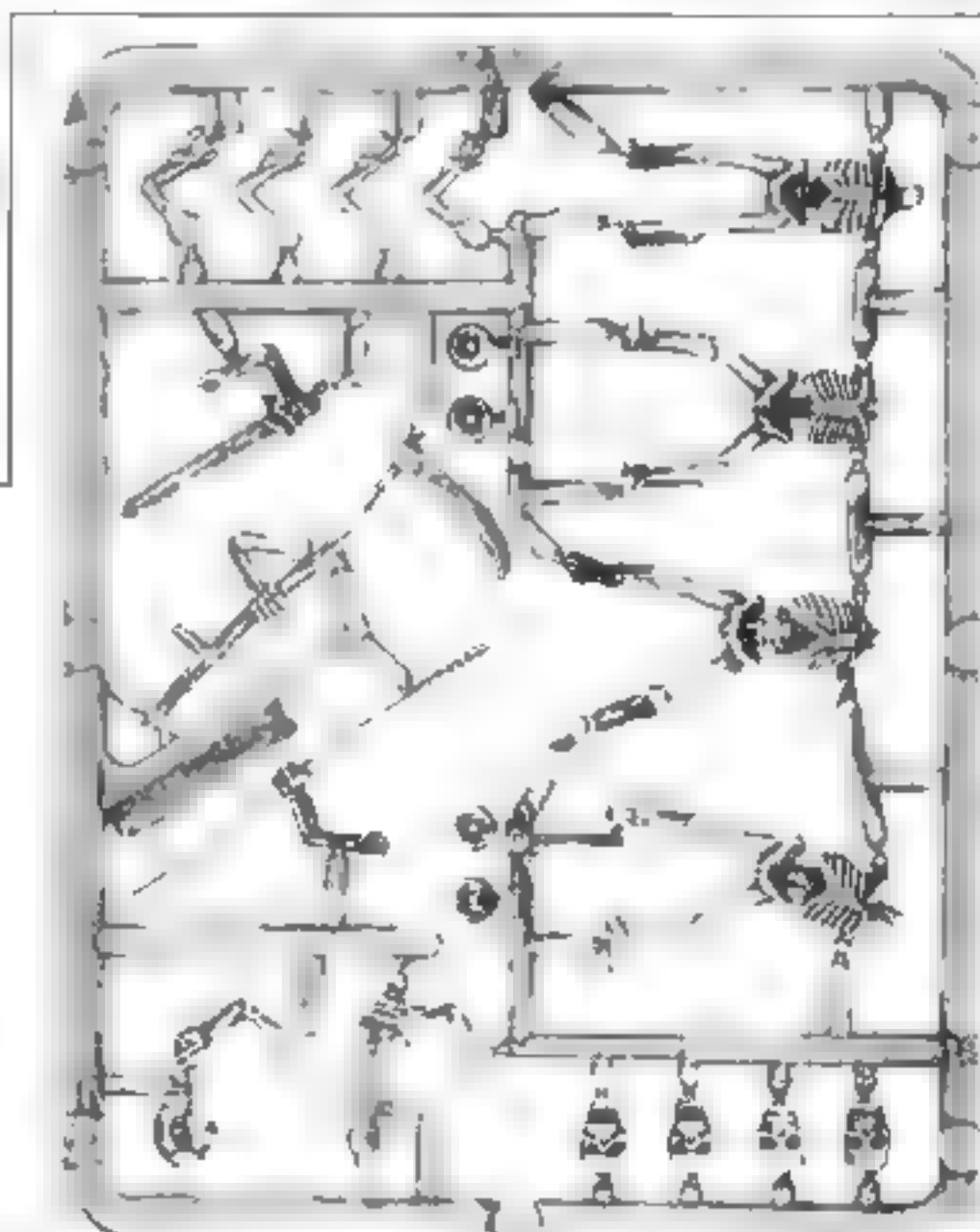


EXAMPLE OF COMPLETED PLASTIC BOAR

PLASTIC SKELETON WARRIORS



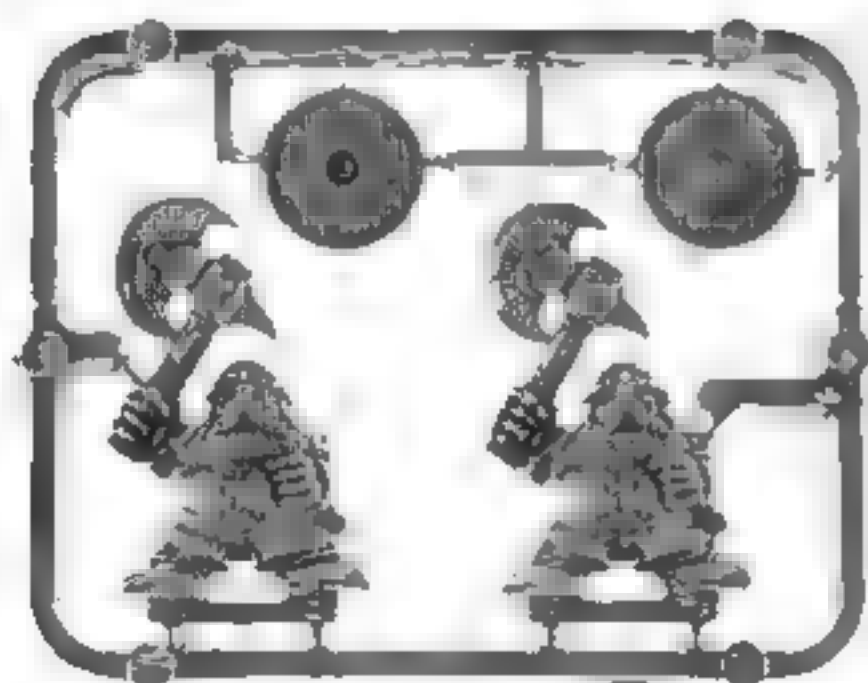
EXAMPLE OF COMPLETED PLASTIC SKELETON WARRIORS



SKELETON WARRIORS SPRUE 101462

PLASTICS

PLASTIC DWARFS



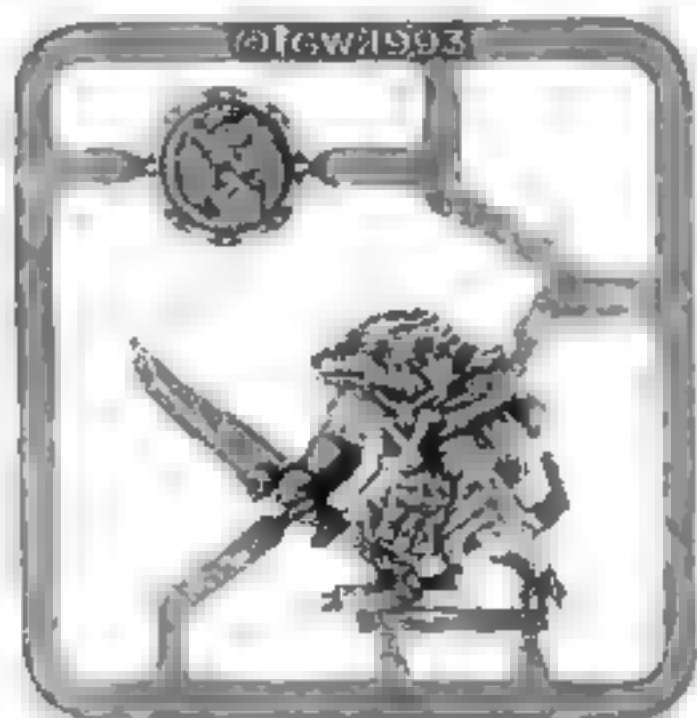
PLASTIC DWARF SPRUE 103305



EXAMPLES OF COMPLETED PLASTIC DWARFS

THE DWARF SPRUE IS SUPPLIED WITH A VARIETY OF DIFFERENT SHIELD DESIGNS

PLASTIC SKAVEN



PLASTIC SKAVEN SPRUE 105105



EXAMPLES OF COMPLETED PLASTIC SKAVEN

THE SKAVEN SPRUE IS SUPPLIED WITH A VARIETY OF DIFFERENT SHIELD DESIGNS

WARHAMMER



SPACE MARINES[®] WARRIORS OF THE IMPERIUM



THIS BOXED SET CONTAINS SIX COMPLETE SPACE MARINE MODELS CONSISTING OF:

- 2 Space Marine torso and leg sprues (Three models per sprue)
- 2 Space Marine belt and back pack sprues (Enough wargear for all six models)
- 2 Space Marine arm sprues (Sufficient for all six models)

Space Marines are the finest warriors in the Imperium of Man.

This boxed set contains all the components you need to assemble six plastic Space Marine miniatures.

Each multi-part model can be quickly assembled into an almost infinite variety of poses. The miniatures can

then be painted in the Chapter colours of your choice to increase the fighting power of your Space Marine forces.

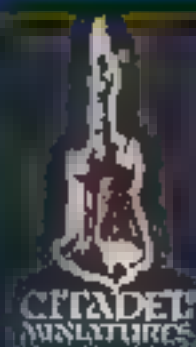


These are multi-part plastic models which require a degree of modelling skill to assemble.

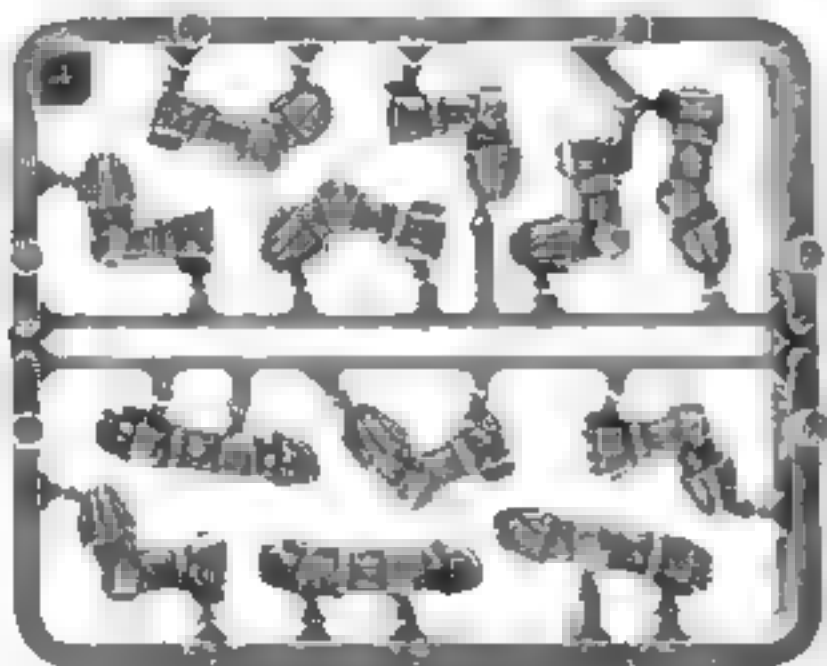
The Citadel motifs, the Games Workshop logo, Warhammer 40,000 and Space Marine are registered trademarks of

Games Workshop Ltd. Citadel and Games Workshop are trademarks of Games Workshop Ltd.

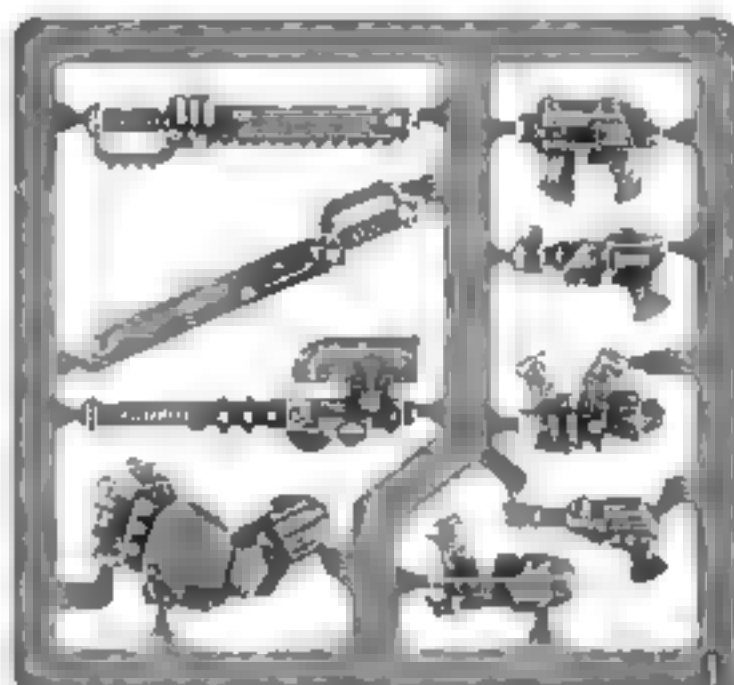
© Games Workshop Ltd, 1994. All rights reserved.



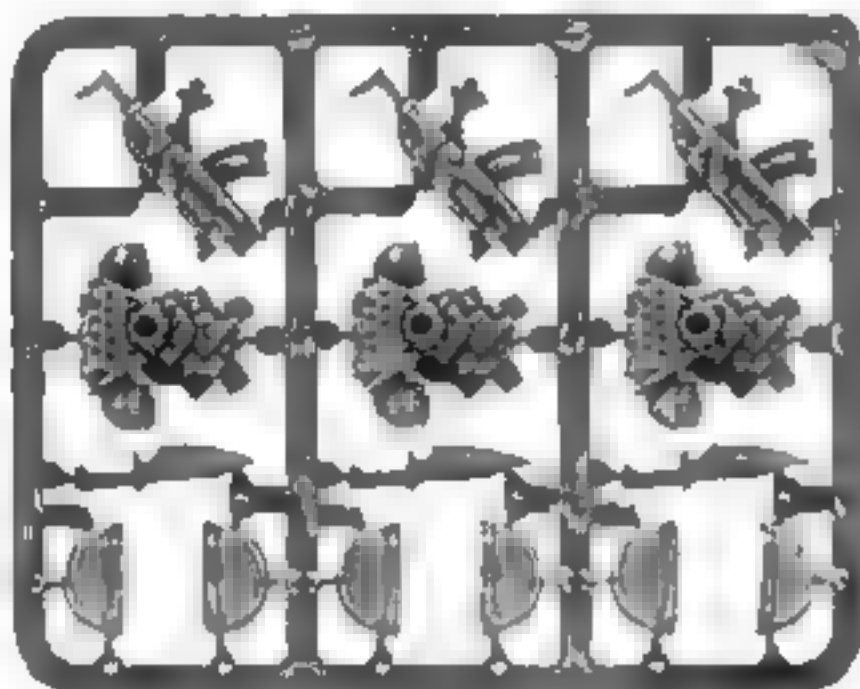
PLASTICS



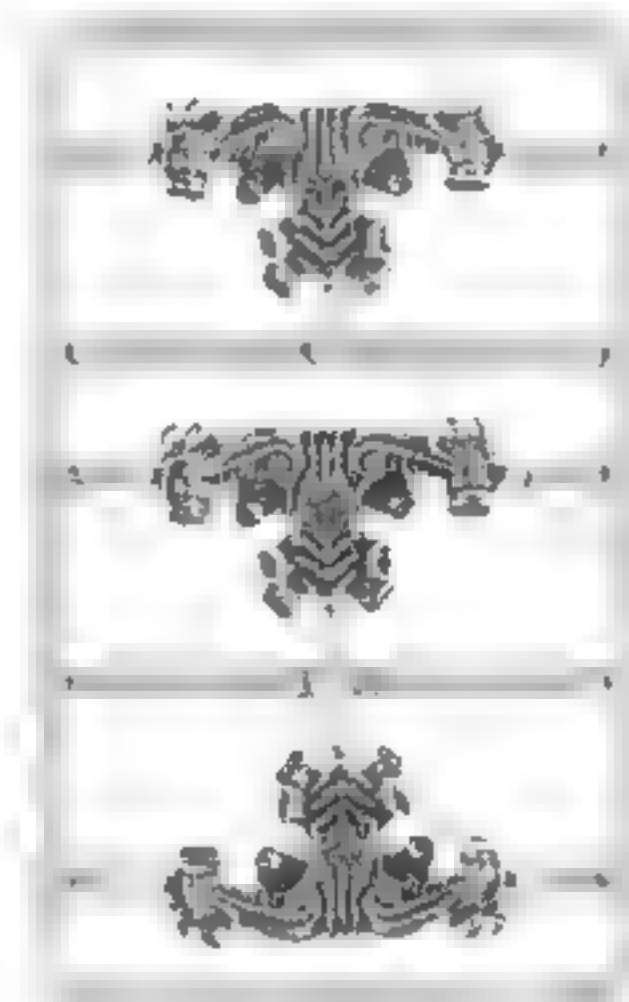
SPACE MARINE ARM SPRUE 101700



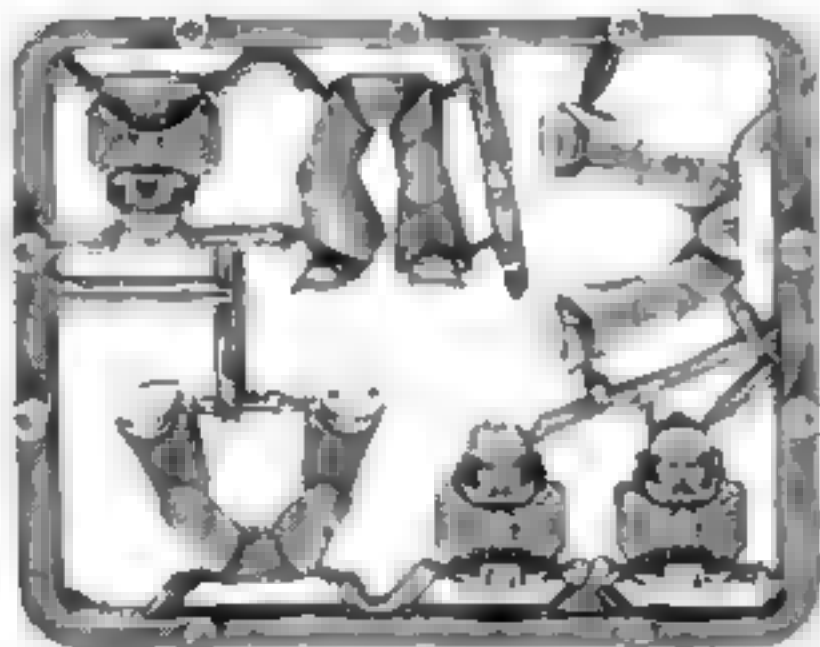
SPACE MARINE CLOSE COMBAT SPRUE 103437



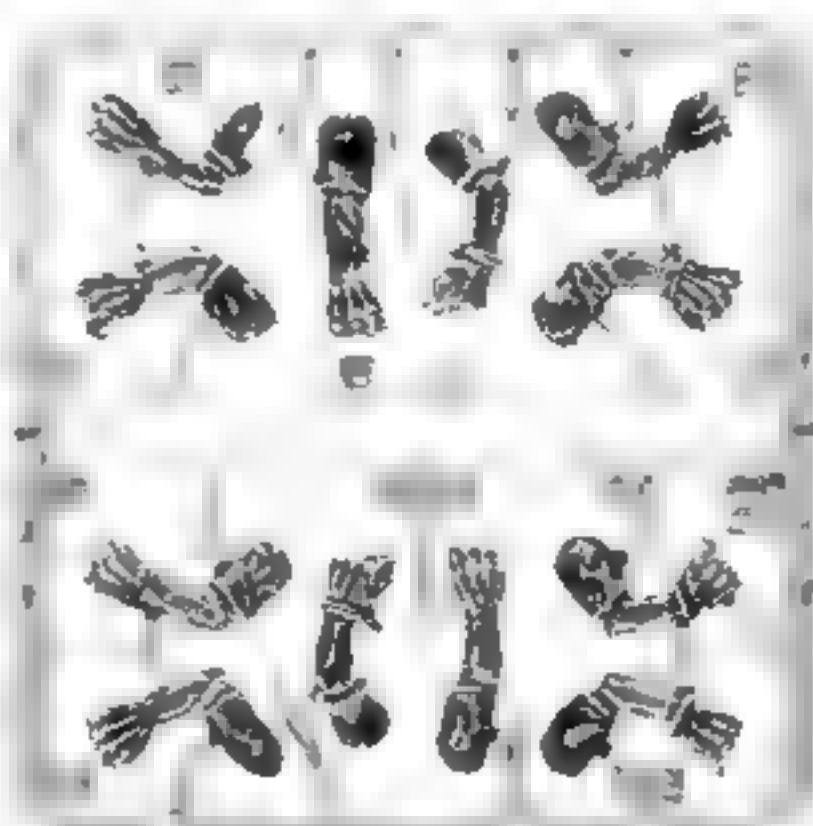
SPACE MARINE ACCESSORY SPRUE 101552



CHAOS RENEGADE BACKPACK SPRUE 131914

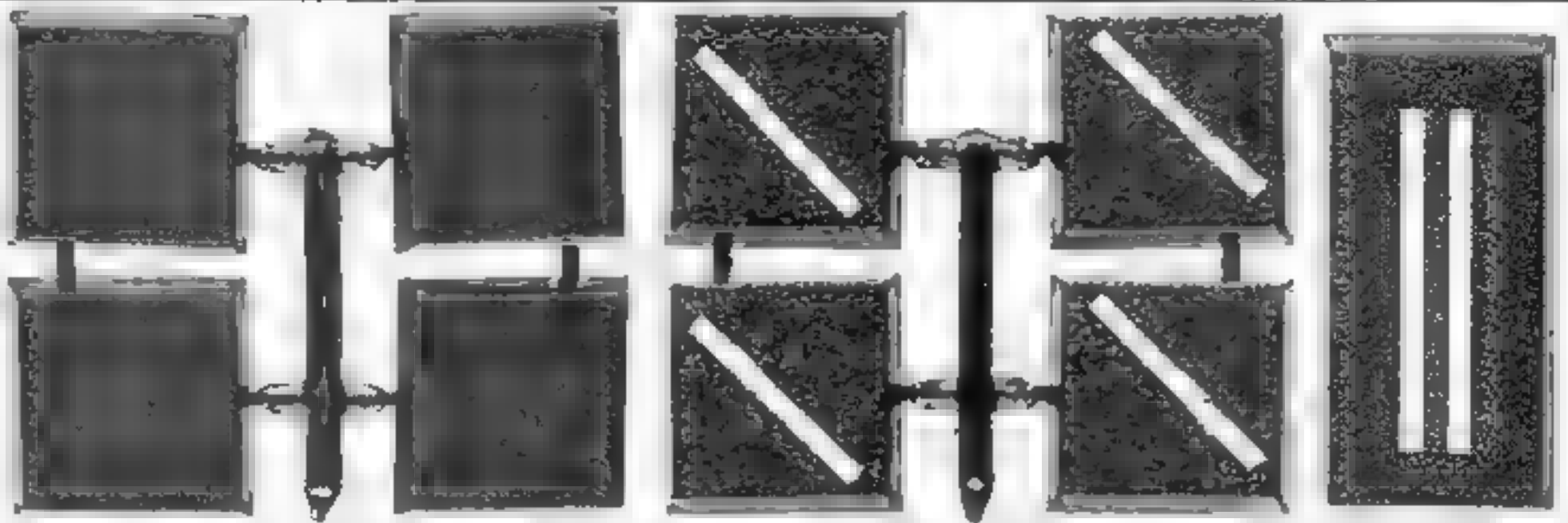


MK7 SPACE MARINE SPRUE 102520



ORK 102531

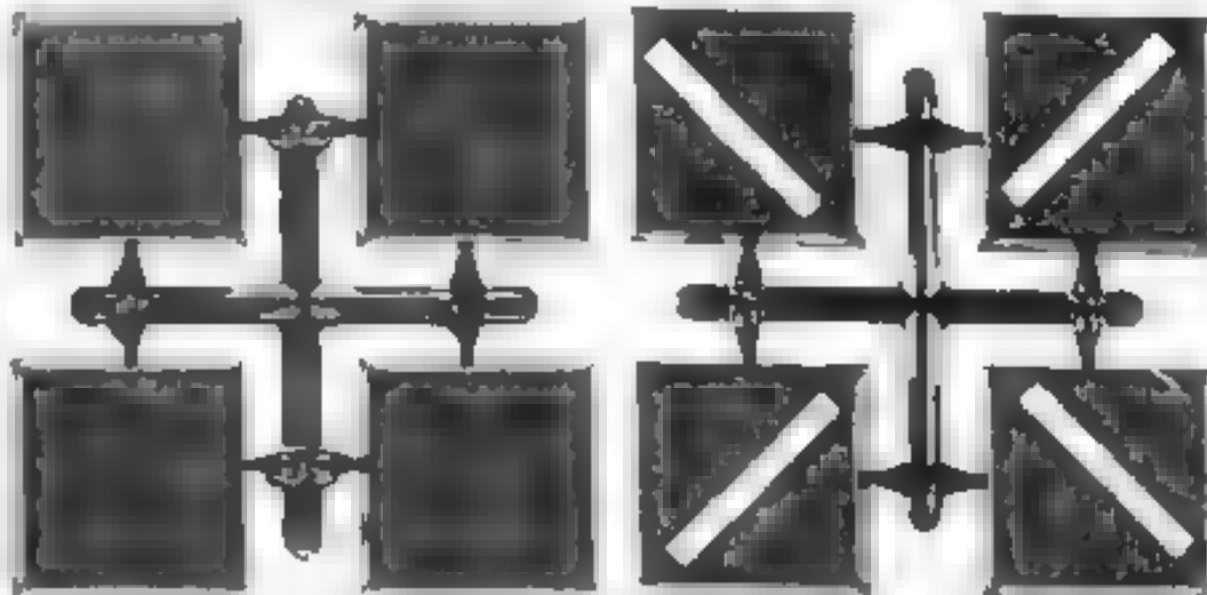
PLASTIC BASES



25mm SQUARE BASES (102390)

25mm SQUARE SLOTTA BASES (101300)

HORSE BASE (101325)

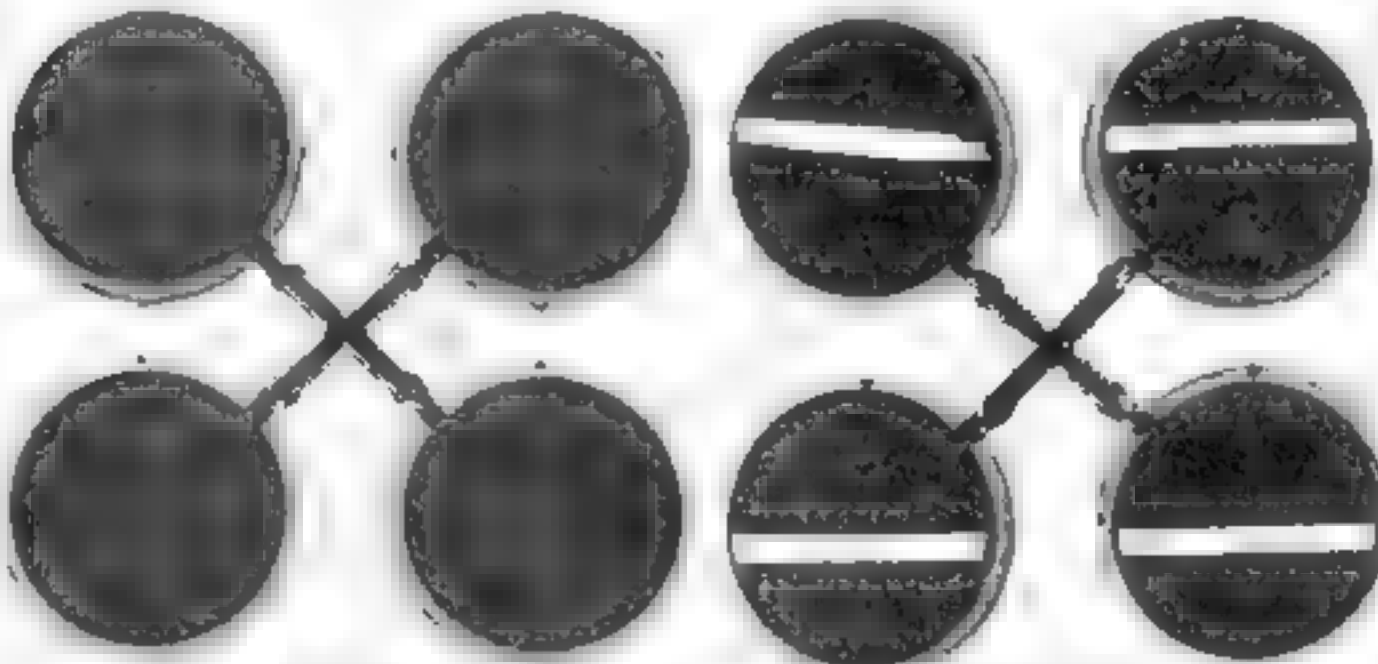


20mm SQUARE BASES (131840)

20mm SQUARE SLOTTA BASES (101293)



TITAN BASE (131901)

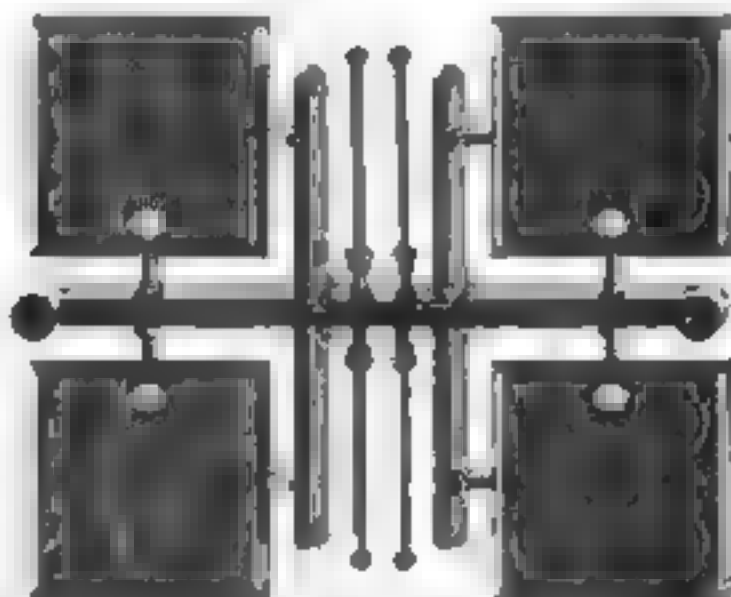


25mm ROUND BASES (131938)

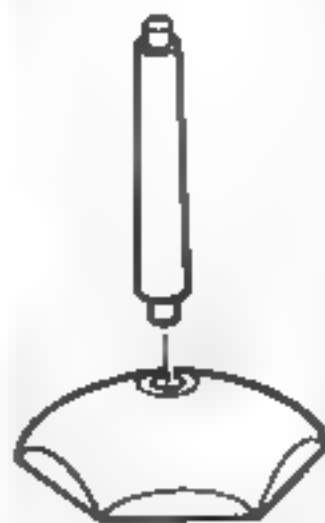
25mm ROUND SLOTTA BASES (101352)



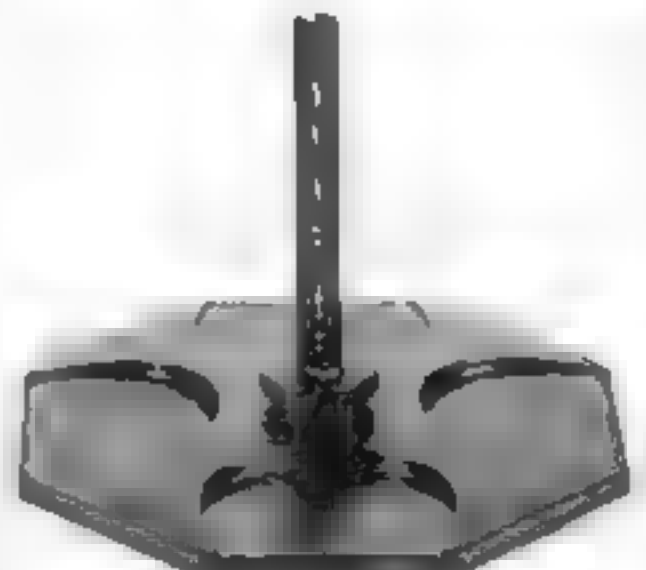
MONSTER BASE (101337)



EPIC INFANTRY BASES (111231)



FLYING BASE (101349)



SPACESHIP BASE (120656)

SKAVEN

LORDS



LORD SKROLK
74463/1

THE COMPLETED DEATHMASTER
SNIKCH
CONSISTS OF:
1 x DEATHMASTER SNIKCH BODY
1 x SWORD ARM



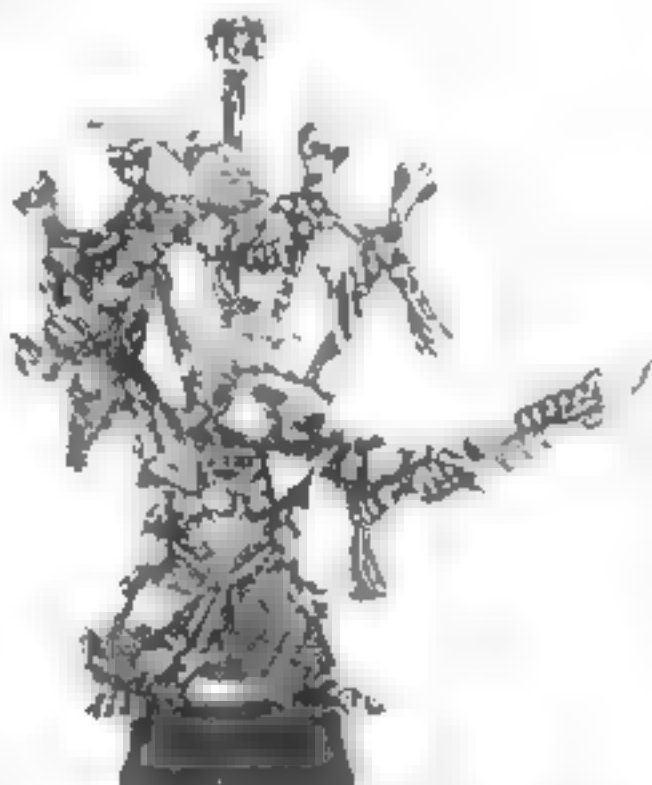
DEATHMASTER SNIKCH BODY
74462/2



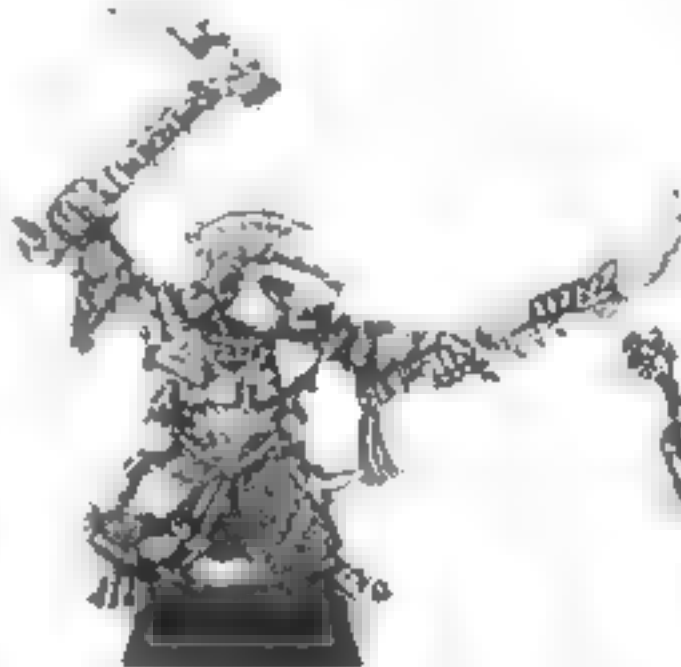
SWORD ARM
74462/3



**EXAMPLE OF COMPLETED
DEATHMASTER SNIKCH**



EXAMPLE OF COMPLETED WARLORD QUEEK

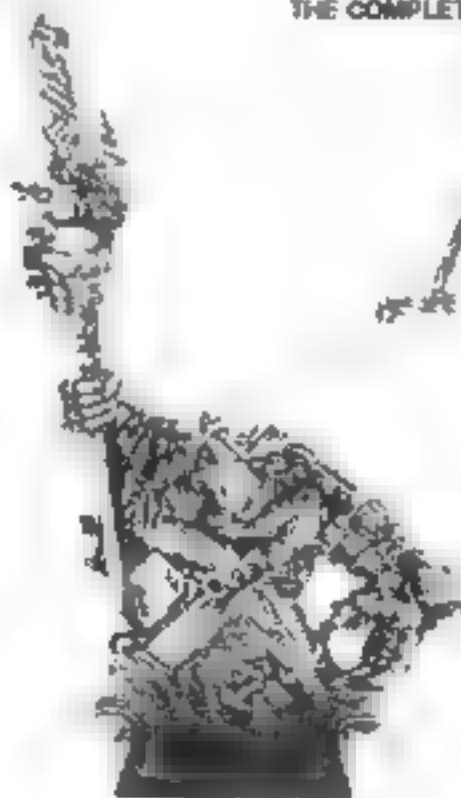


WARLORD QUEEK
74465/1



QUEEK'S TROPHY RACK
74465/2

THE COMPLETED IKIT CLAW CHIEF WARLOCK
CONSISTS OF:
1 x IKIT CLAW
1 x BANNER



**IKIT CLAW
CHIEF WARLOCK**
74466/1



IKIT CLAW'S BANNER
74466/2



EXAMPLE OF COMPLETED IKIT CLAW

Designed by Jes Goodwin

SKAVEN

DOOMWHEEL



LIGHTNING PROJECTOR
0517/10



WARLOCK
ENGINEER TOP
0517/1



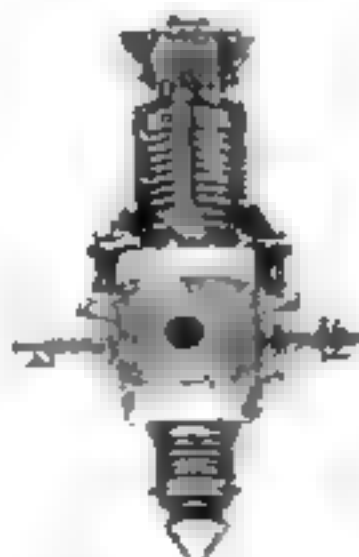
CHAIR BACK
0517/3



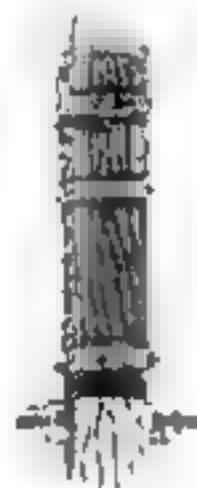
WARPSTONE
GENERATOR CHAMBER
0517/8



WARLOCK
ENGINEER BOTTOM
0517/2



GENERATOR HUB
0517/6



STERN AXLE
0517/7



DOOMWHEEL
0517/4



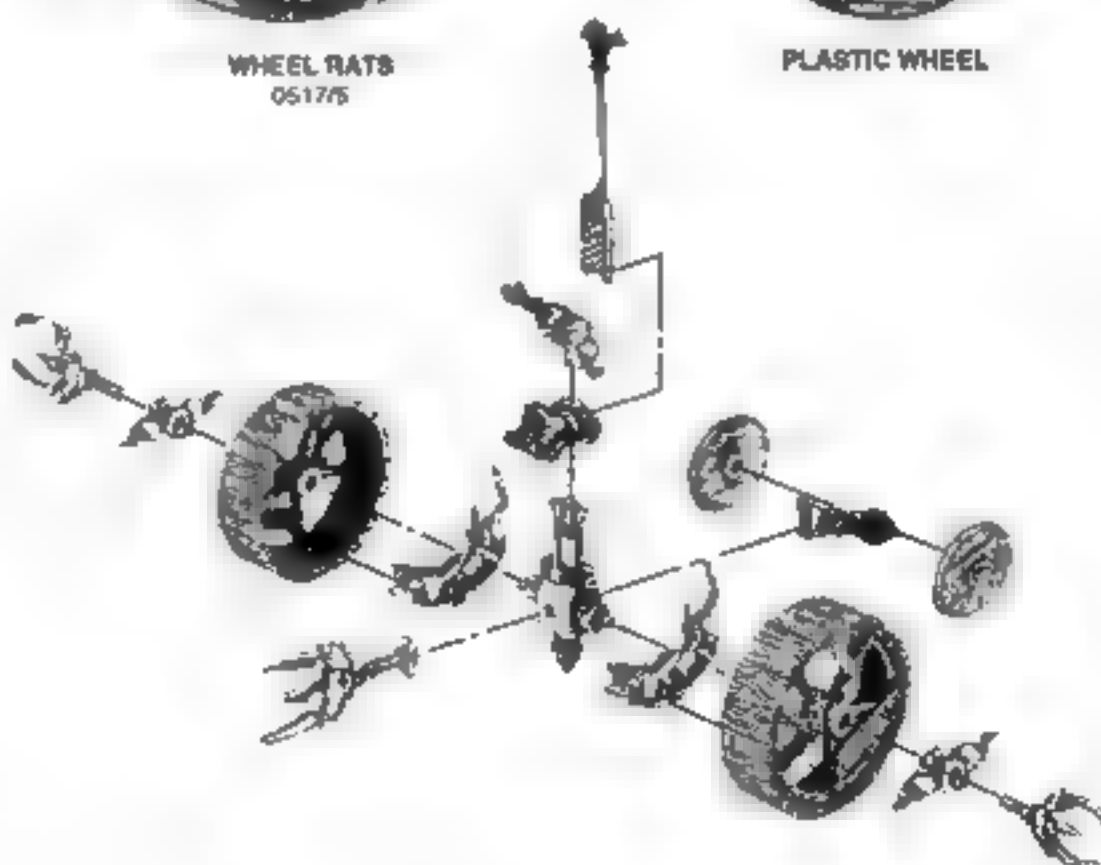
WHEEL RATS
0517/5



PLASTIC WHEEL



FORWARD
LIGHTNING PROJECTOR
0517/9



Designed by Jes Goodwin and Norman Swales

SKAVEN

DOOMWHEEL



THE COMPLETED DOOMWHEEL
CONSISTS OF:

- 1 x WARLOCK ENGINEER TOP
- 1 x WARLOCK ENGINEER BOTTOM
- 1 x CHAIR BACK
- 1 x GENERATOR HUB
- 1 x STERN AXLE
- 1 x FORWARD LIGHTNING PROJECTOR
- 2 x LIGHTNING PROJECTOR
- 2 x WARPSTONE GENERATOR CHAMBER
- 2 x DOOMWHEEL
- 2 x WHEEL RATS
- 2 x SOLID PLASTIC WHEELS



EXAMPLE OF COMPLETED DOOMWHEEL

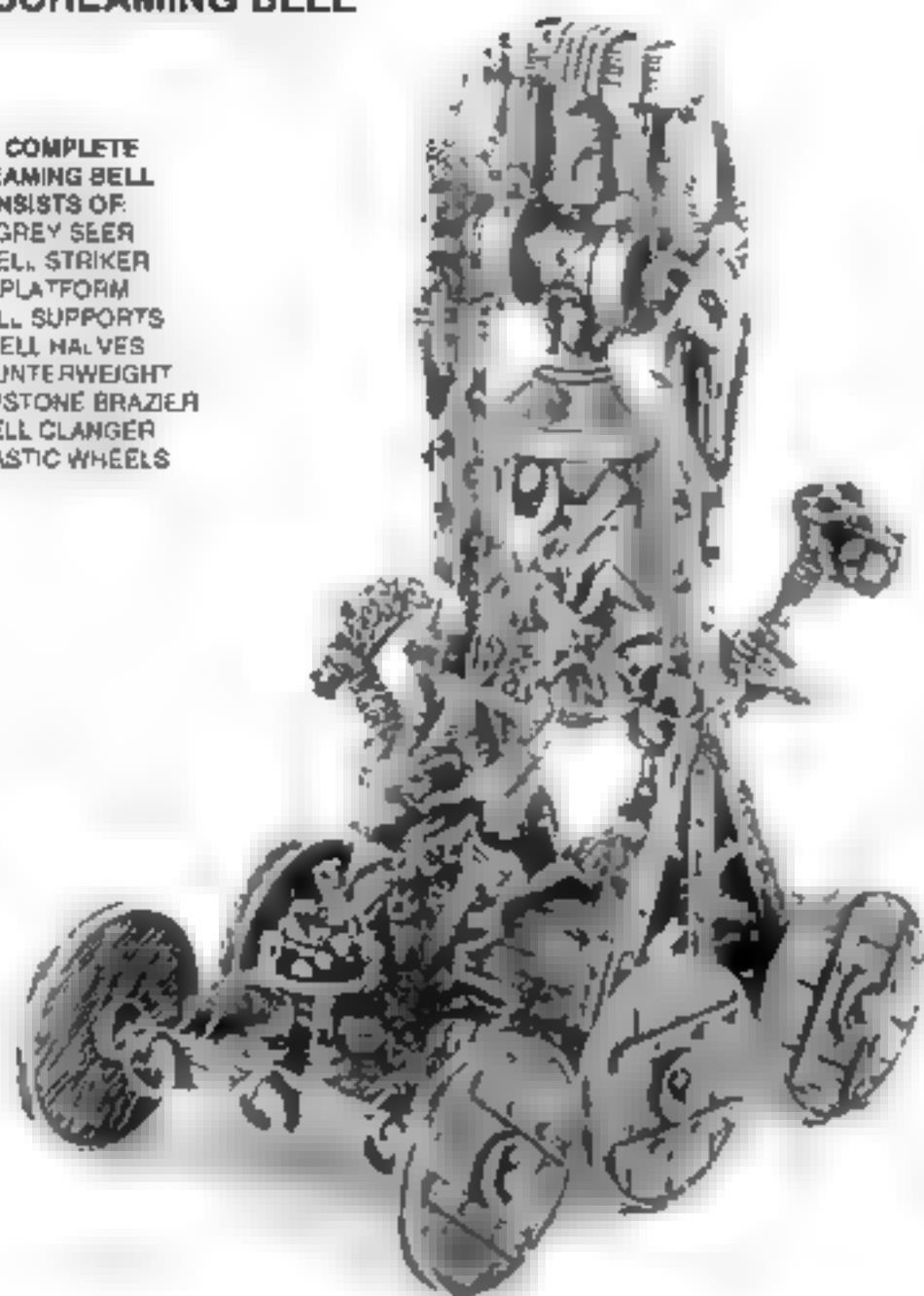
Designed by Jes Goodwin and Norman Swales



SKAVEN

SKAVEN SCREAMING BELL

THE COMPLETE
SCREAMING BELL
CONSISTS OF:
1 x GREY SEER
1 x BELL STRIKER
1 x PLATFORM
2 x BELL SUPPORTS
2 x BELL HALVES
1 x COUNTERWEIGHT
1 x WARPSTONE BRAZIER
1 x BELL CLANGER
6 x PLASTIC WHEELS



GREY SEER
0839/1

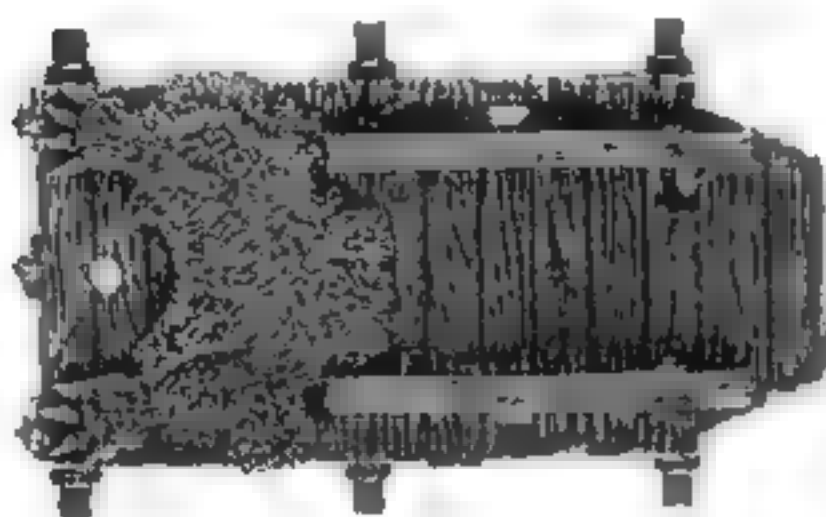


BELL STRIKER
0839/2



WARPSTONE
BRAZIER
0839/7

EXAMPLES OF COMPLETED SKAVEN SCREAMING BELL



PLATFORM
0839/3



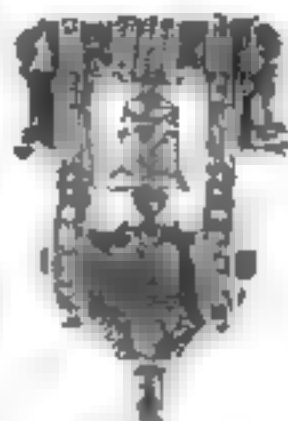
BELL CLANGER



PLASTIC WHEEL



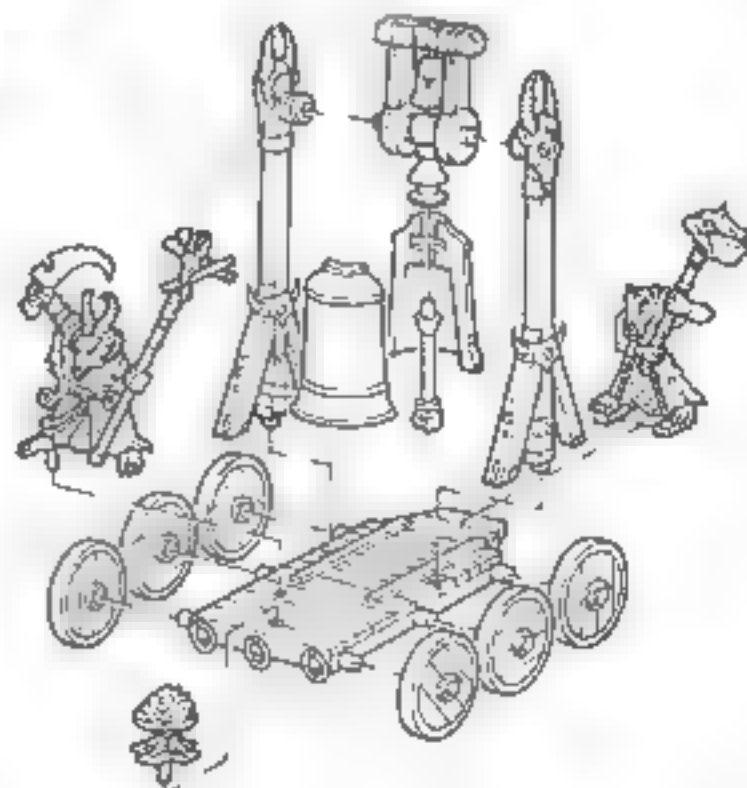
BELL SUPPORT
0839/4



COUNTERWEIGHT
0839/6



BELL HALF
0839/5



Designed Jes Goodwin and Norman Swales

SKAVEN ARMY REGIMENTS



CLAN PESTILENS PLAGUE MONK REGIMENT



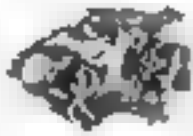
CLAN MOULDER RAT OGRE PACK



CLANRAT WARRIOR REGIMENT

SKAVEN

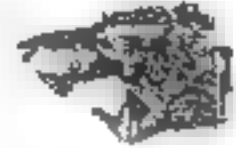
RAT OGRES



RAT OGRE
HEAD 1
74460/2



RAT OGRE
HEAD 2
74460/3



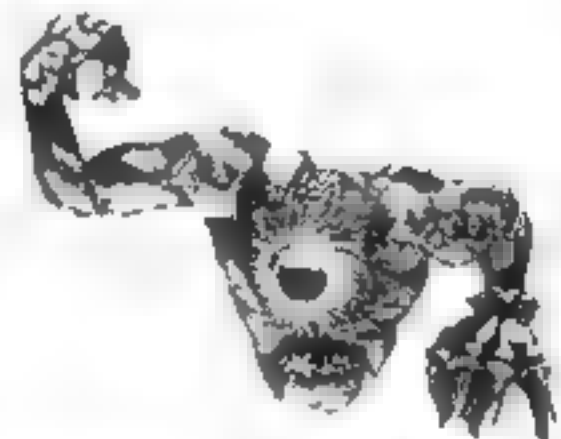
RAT OGRE
HEAD 3
74460/1



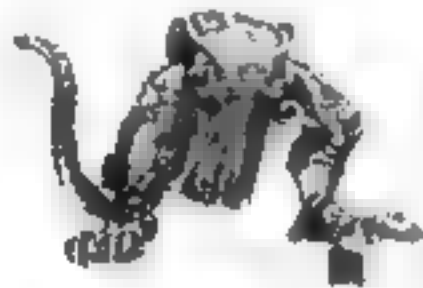
RAT OGRE
TORSO 1
74460/5



RAT OGRE
TORSO 2
74460/4



RAT OGRE
TORSO 3
74460/6



RAT OGRE
LEGS 1
74460/7



RAT OGRE
LEGS 2
74460/8

THE COMPLETED RAT OGRE
MODELS CONSIST OF:
1 X RAT OGRE HEAD
1 X RAT OGRE TORSO
1 X RAT OGRE LEGS



EXAMPLES OF COMPLETED RAT OGRES

Designed by Michael Perry

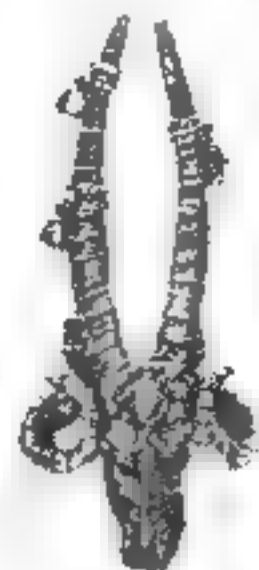
SKAVEN

VERMIN LORD, GREATER DAEMON OF THE HORNED RAT

THE COMPLETED VERMIN LORD
CONSISTS OF:
1 X HEAD
1 X TORSO
1 X LEGS
1 X LEFT ARM
1 X RIGHT ARM
1 X TAIL



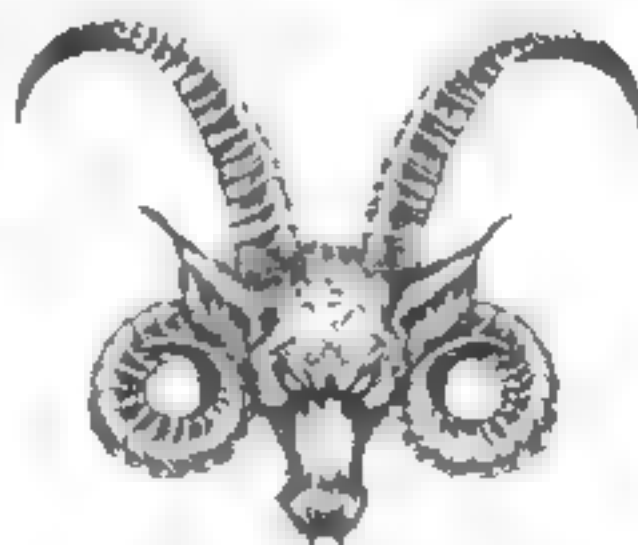
EXAMPLE OF COMPLETED VERMIN LORD



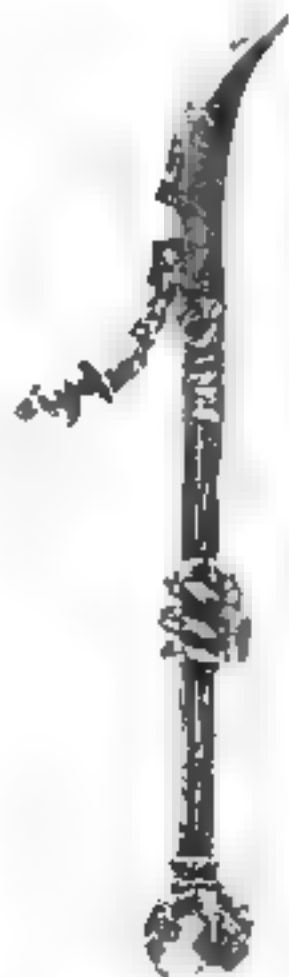
HEAD
0516/1



TORSO
0516/2



LEGS
0516/3



RIGHT ARM
WITH HALBERD
0516/4



LEFT ARM
0516/5

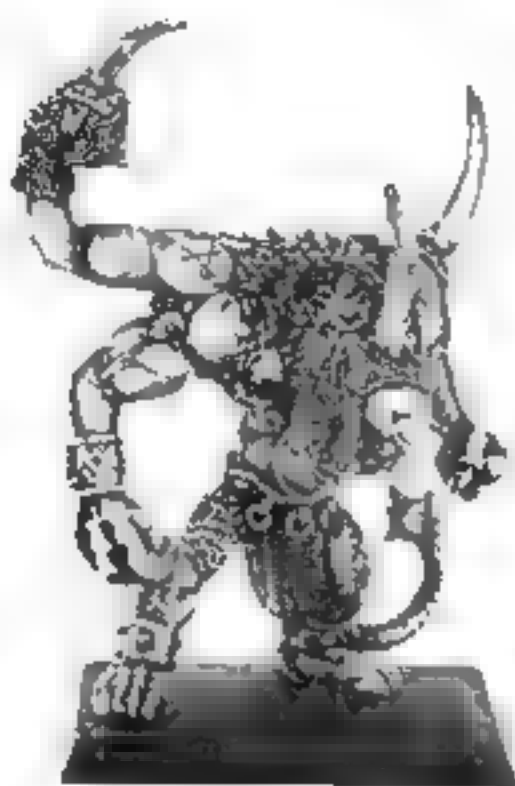


TAIL
0516/6



SKAVEN

GREY SEER THANQUOL AND BONERIPPER



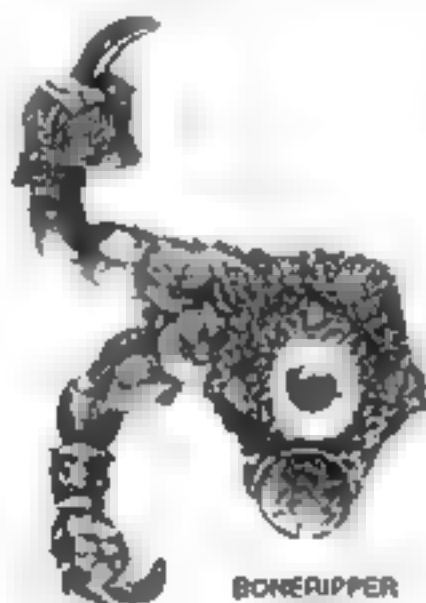
EXAMPLE OF COMPLETED BONERIPPER



GREY SEER
THANQUOL
74484/1



BONERIPPER
74467/1



BONERIPPER
TORSO
74467/2



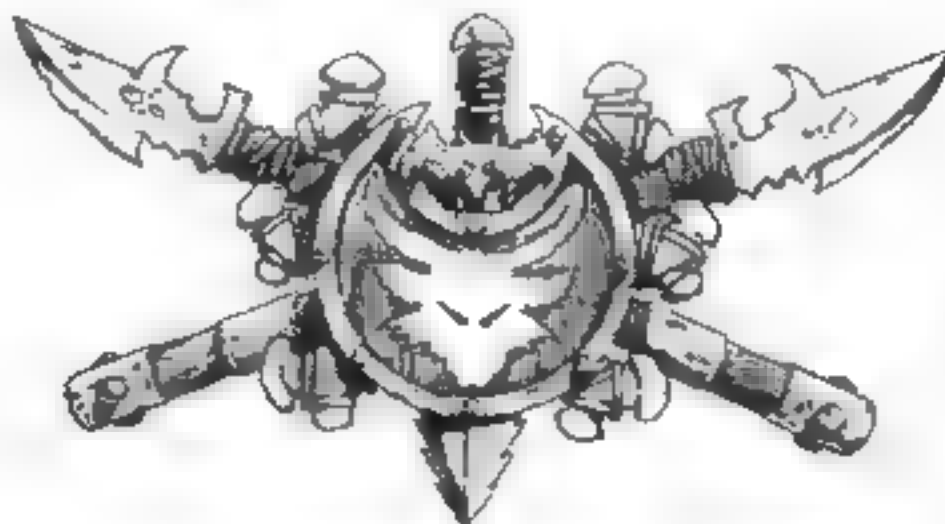
BONERIPPER
LEFT ARM
74467/3

THE COMPLETE BONERIPPER CONSISTS OF:

- 1 x BONERIPPER HEAD
- 1 x BONERIPPER TORSO
- 1 x BONERIPPER LEGS
- 1 x BONERIPPER LEFT ARM



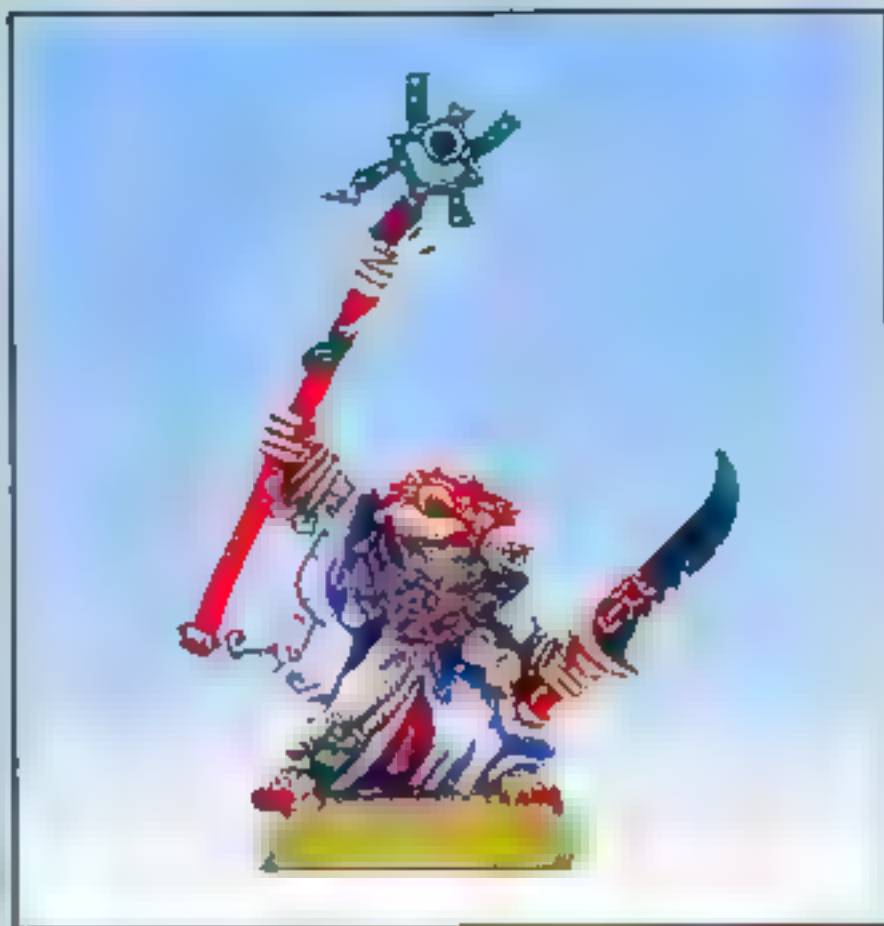
BONERIPPER
LEGS
74467/4



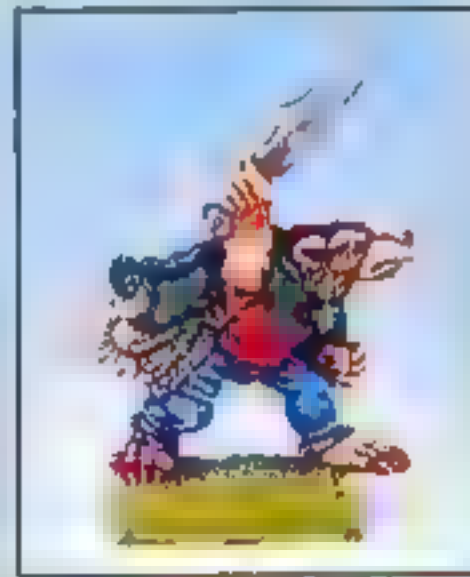
SKAVEN



BONERIPPER - MUTANT RAT OGRE



GREY SEER THANQUOL



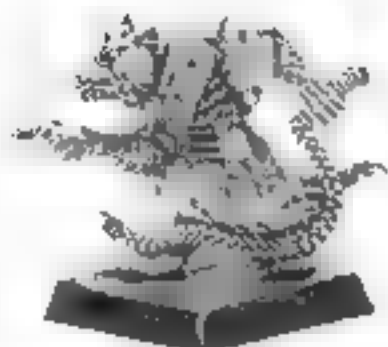
CLAN FSHIN GUTTLER RUNNERS



A PACK OF SKAVEN ATTACKS AN EMPIRE VILLAGE

SKAVEN

CLAN MOULDER PACK MASTERS



PACK MASTER
WITH WHIP 1
74461/45



PACK MASTER
WITH WHIP 2
74461/46



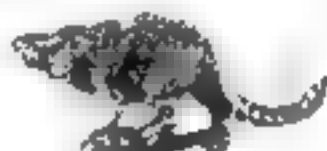
PACK MASTER WITH
WHIP AND SWORD
74461/50



THROT THE UNCLEAN
74461/19



GIANT RAT 5
74461/5



GIANT RAT 6
74461/2



GIANT RAT 7
74461/1



GIANT RAT 8
74461/4



GIANT RAT 9
74461/3

GUTTER RUNNERS



GUTTER RUNNER
WITH DAGGER 1
74455/7



GUTTER RUNNER WITH
DAGGER AND NET 1
74455/5



GUTTER RUNNER WITH
DAGGER AND NET 2
74455/8



GUTTER RUNNER
WITH DAGGER 3
74455/6



GUTTER RUNNER WITH
SHURIKEN AND DAGGER
74455/91



GUTTER RUNNER
WITH DAGGER 3
74455/89



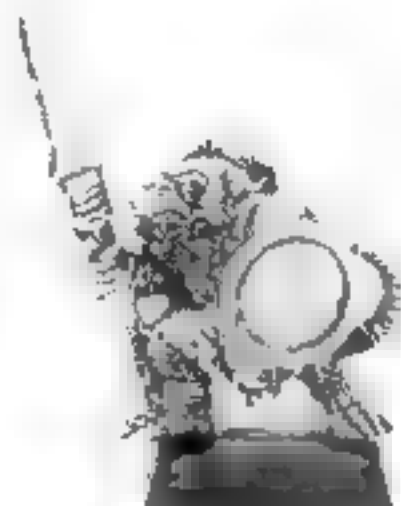
GUTTER RUNNER WITH
DAGGER AND NET 3
74455/90



GUTTER RUNNER
WITH TWO DAGGERS
74455/88

STORMVERMIN

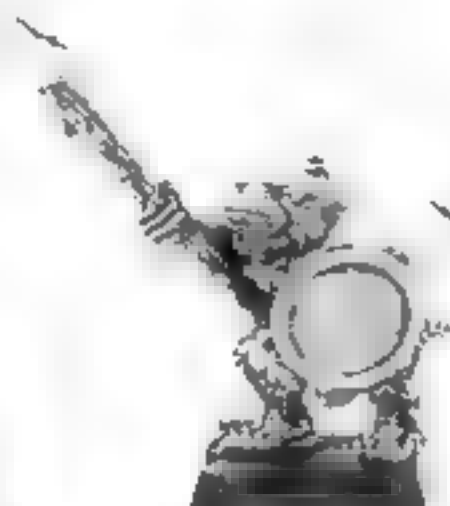
THESE FIGURES ARE SUPPLIED WITH PLASTIC SHIELDS WHERE APPROPRIATE



STORMVERMIN
WITH HALBERD 4
74453/71



STORMVERMIN
WITH HALBERD 5
74453/73



STORMVERMIN
WITH HALBERD 6
74453/72



STORMVERMIN
WITH HALBERD 7
74453/74

PLAGUE MONKS



PLAGUE MONK 1
74454/75



PLAGUE MONK 2
74454/76



PLAGUE MONK 3
74454/77



PLAGUE MONK 4
74454/78

PLAGUE CENSER BEARERS



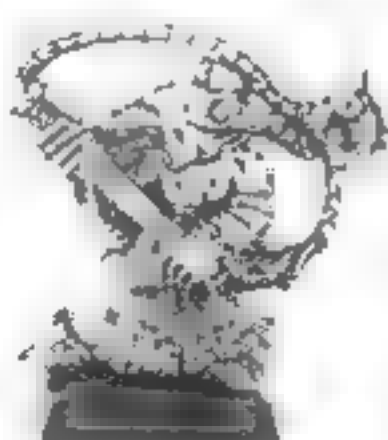
CENSER BEARER 1
74459/86



CENSER BEARER 2
74459/81



CENSER BEARER 3
74459/87



CENSER BEARER 4
74459/80

CHAOS DWARFS

CHAOS DWARF SORCERER ON LAMMASU

THE COMPLETE CHAOS DWARF
SORCERER ON LAMMASU
CONSISTS OF
1 x SORCERER
1 x SORCERER'S BACKBANNER
1 x SORCERER
1 x LAMMASU'S RIGHT TORSO
1 x LAMMASU'S LEFT TORSO
1 x LAMMASU'S HEAD
1 x RIGHT WING
1 x LEFT WING



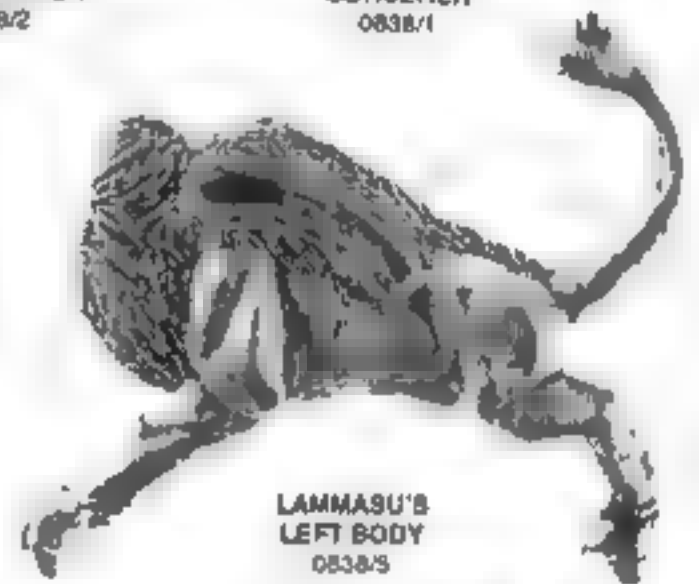
EXAMPLE OF COMPLETED CHAOS DWARF SORCERER ON LAMMASU



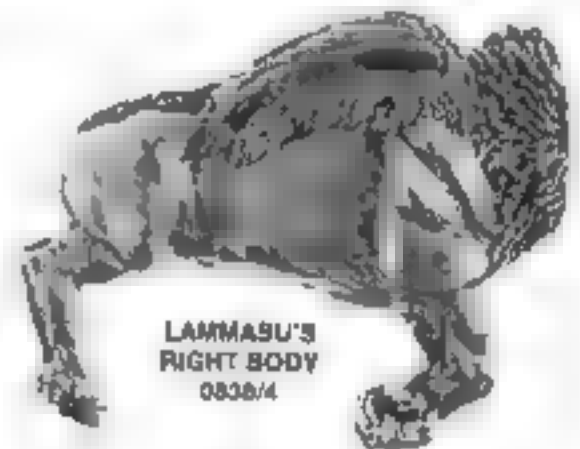
SORCERER'S
BACK BANNER
0838/2



CHAOS DWARF
SORCERER
0838/1



LAMMASU'S
LEFT BODY
0838/5



LAMMASU'S
RIGHT BODY
0838/4



LEFT WING
0833/6

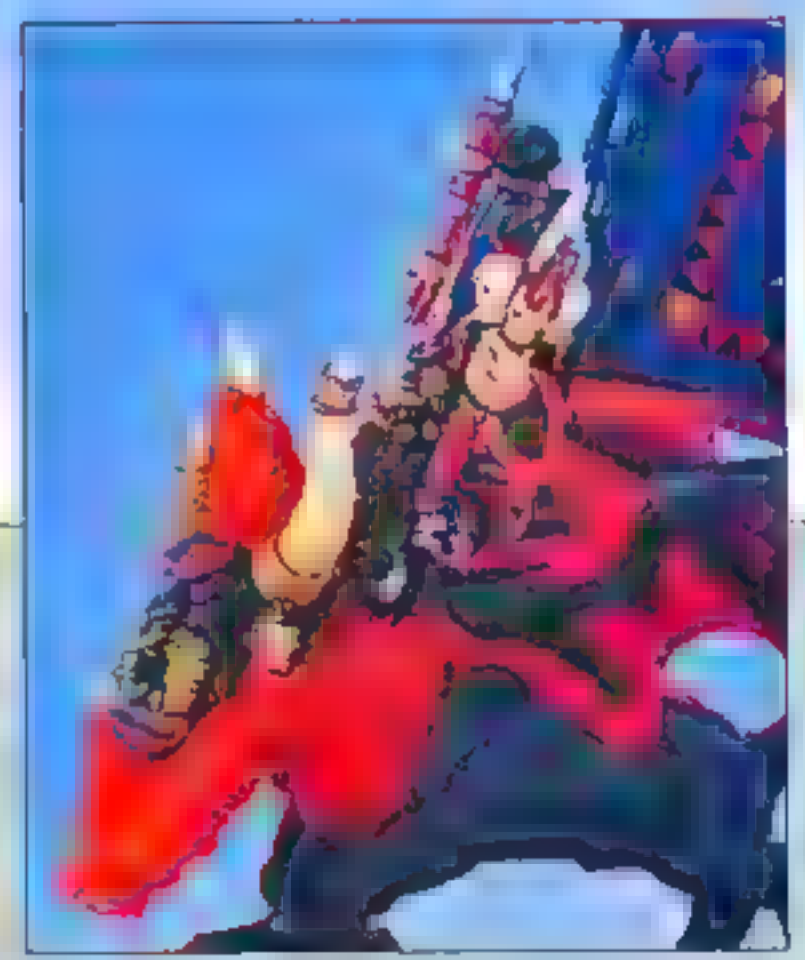


LAMMASU'S
HEAD
0838/3

RIGHT WING
0833/5



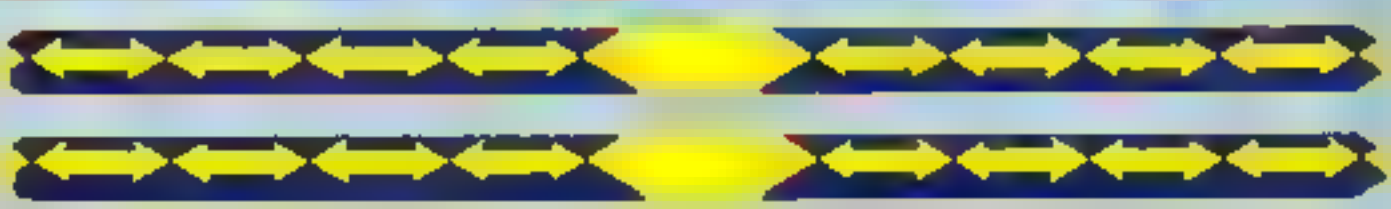
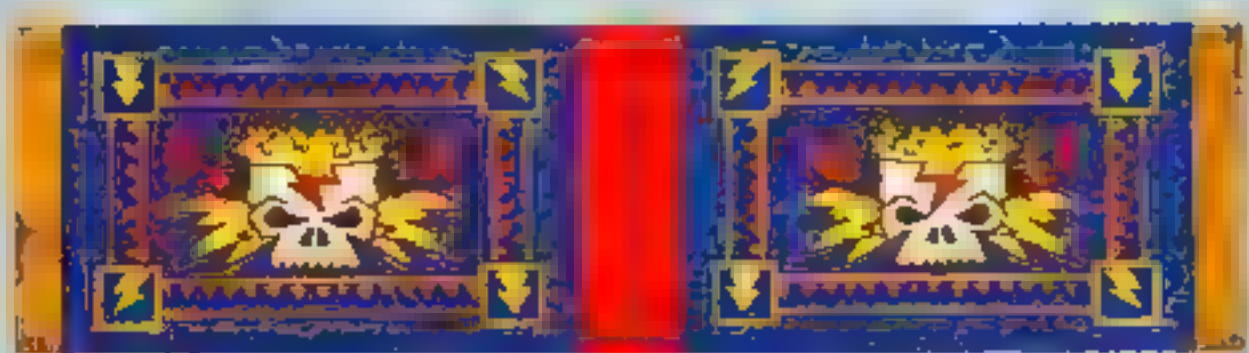
Chaos Dwarf Sorcerer riding Mighty Lammasu



DETAIL OF LAMMASU



SORCERER'S WAR BANNER



CHAOS DWARF ARMY
STANDARD AND PENNANTS

CHAOS DWARFS

CHAOS DWARF LORD ON GREAT TAURUS



EXAMPLE OF COMPLETED LORD ON GREAT TAURUS

THE COMPLETE CHAOS DWARF LORD ON TAURUS CONSISTS OF:

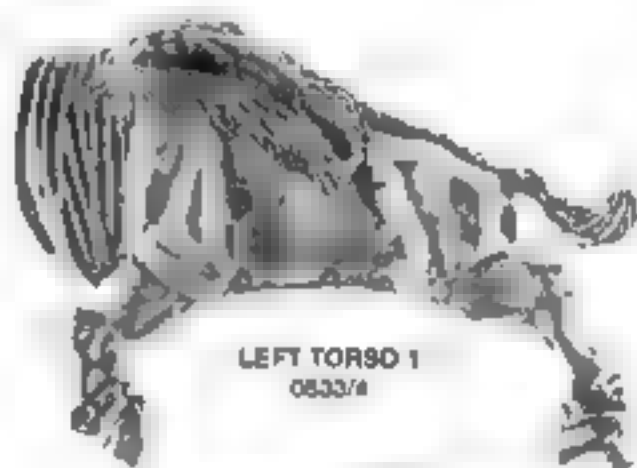
- 1 x LORD
- 1 x BACK BANNER
- 1 x LEFT WING
- 1 x RIGHT WING
- 1 x LEFT TORSO OF TAURUS
- 1 x RIGHT TORSO OF TAURUS
- 1 x HEAD OF TAURUS



CHAOS DWARF
BACK BANNER 1
0833/7



CHAOS DWARF
LORD ON TAURUS 1
0833/1



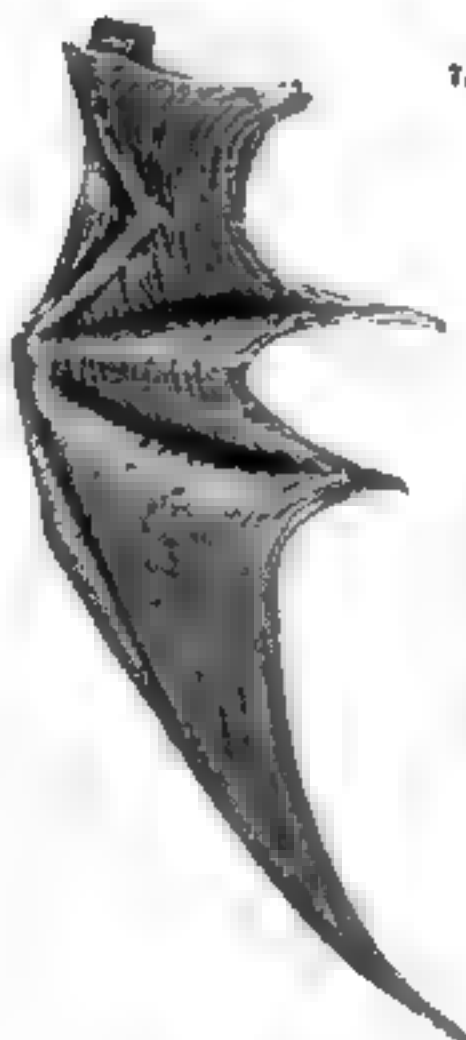
LEFT TORSO 1
0833/4



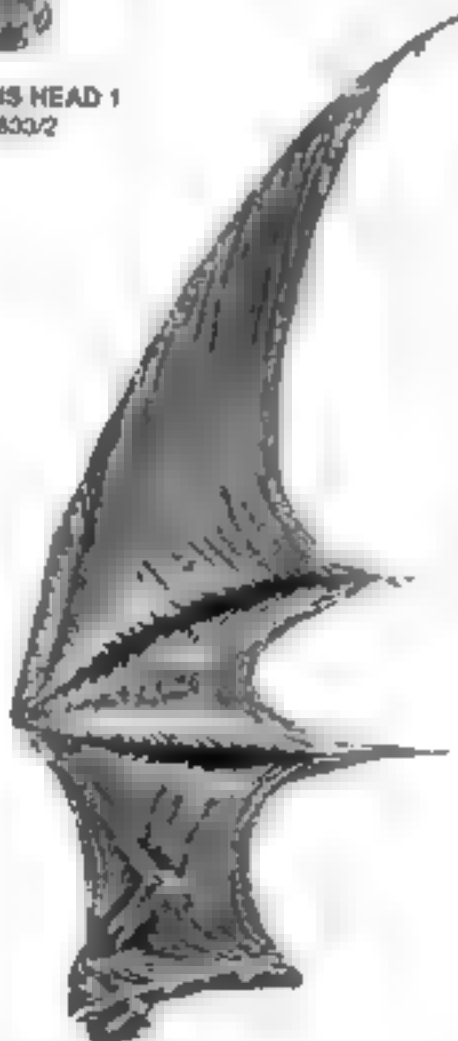
RIGHT TORSO 1
0833/3



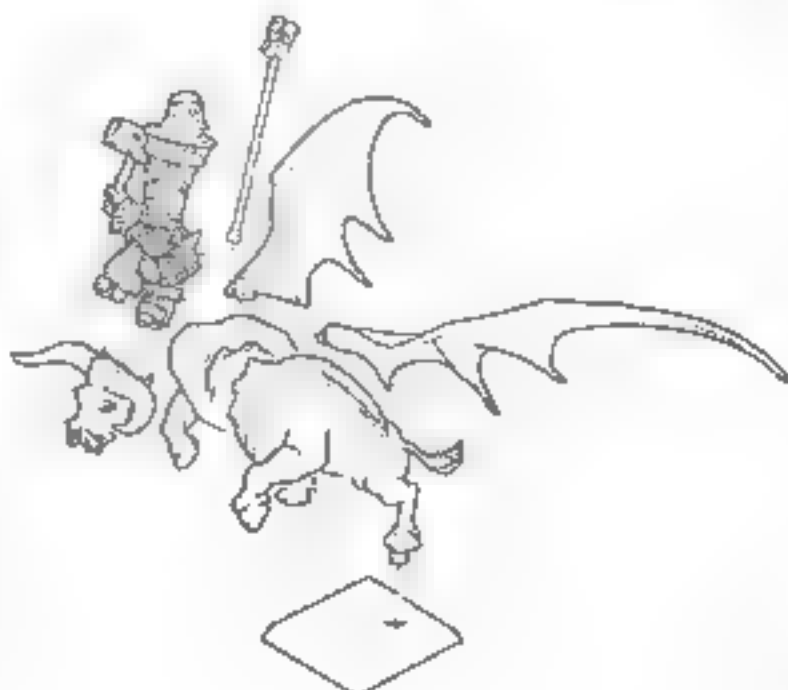
TAURUS HEAD 1
0833/2



LEFT WING
0833/5



RIGHT WING
0833/6



Designed by Alan Perry

CHAOS DWARFS

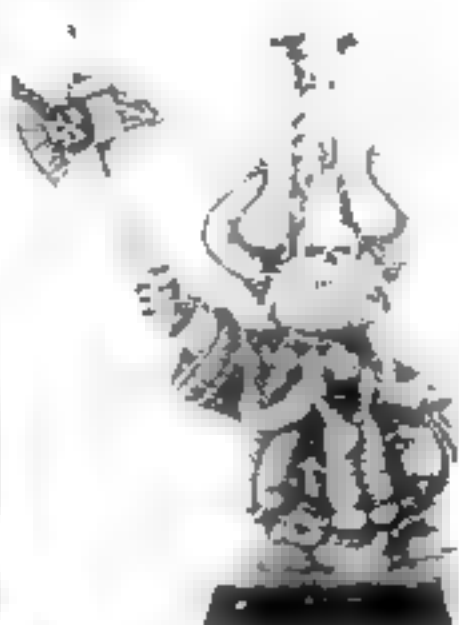
CHAOS DWARF HEROES



75880/1



HERO WITH AXE 1



HERO WITH AXE 2
75880/4

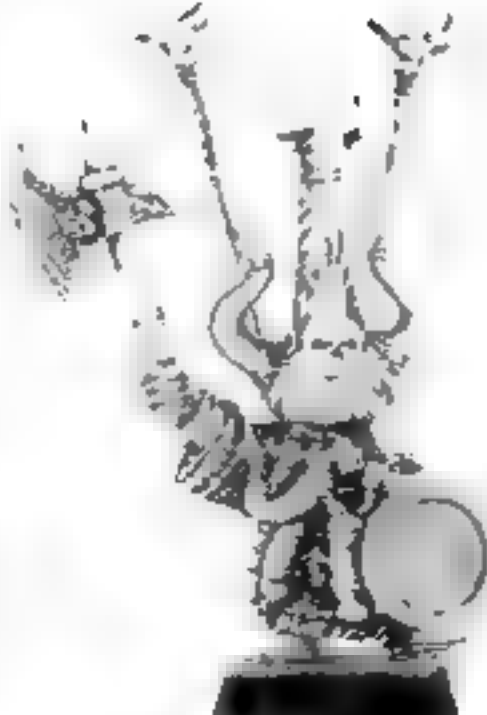


SORCERER 1
75880/3

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



A COMPLETE
CHAOS DWARF HERO
CONSISTS OF
1 x HERO/SORCERER
1 x CHAOS DWARF BANNER



EXAMPLES OF COMPLETED CHAOS DWARF HEROES

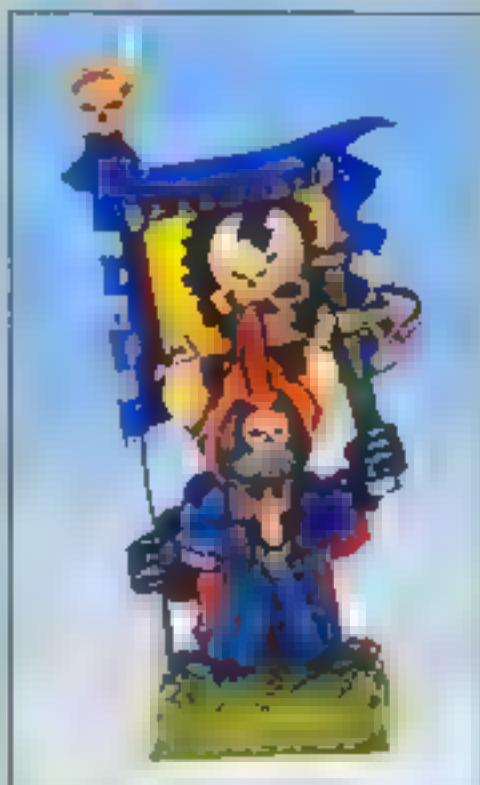
Designed by Alan Perry

CHAOS DWARFS

Chaos Dwarfs are evil, self-centred creatures, caring nothing for the life of others and directing all their labours to the construction of their great city, the Tower of Zharr-Naggrund. Chaos Dwarf armies scour the Dark Lands and beyond for slaves to labour in the mines and factories or as sacrifices to their dark god Hashut.



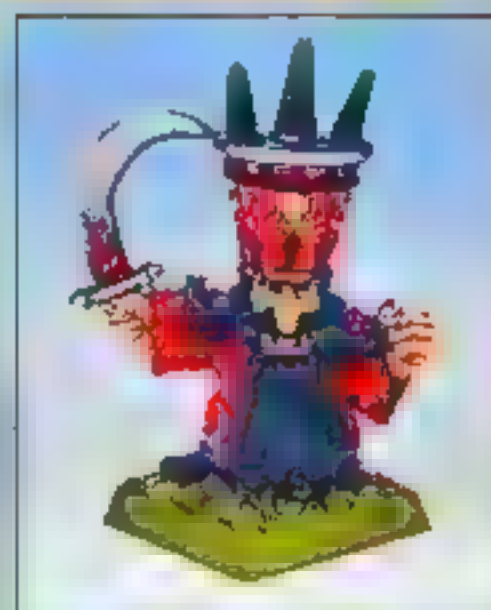
STANDARD BEARER



STANDARD BEARER



DRUMMER



LEADER WITH SWORD



WITH AXE



WITH BLUNDERBUSS



LEADER WITH SWORD



A REGIMENT OF CHAOS DWARFS WITH BLUNDERBUSSES



HORN BLOWER

CHAOS DWARFS

BULL CENTAURS



UPPER TORSO
WITH AXE 1
75815/3



UPPER TORSO
WITH AXE 2
75815/4



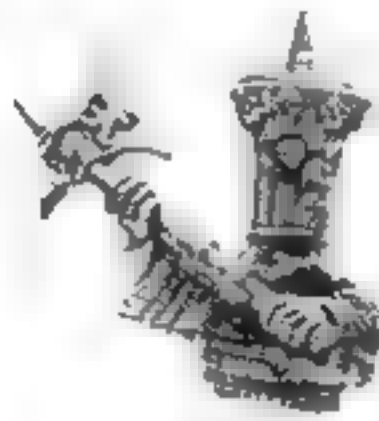
UPPER TORSO
WITH AXE 3
75815/8



UPPER TORSO
WITH AXE 4
75815/9



UPPER TORSO
WITH AXE 5
75815/10



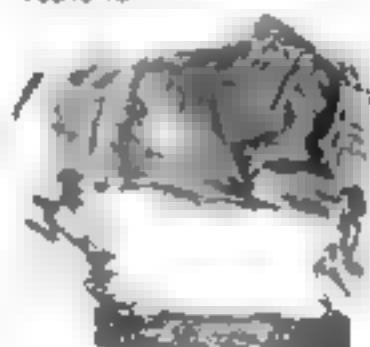
UPPER TORSO
WITH AXE 6
75815/11



BULL CENTAUR
STANDARD BEARER
075815/7



BULL BODY
LEFT SIDE 1
75815/1



BULL BODY
RIGHT SIDE 1
75815/2



BULL BODY
RIGHT SIDE 2
75815/5



BULL BODY
LEFT SIDE 2
75815/6

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD

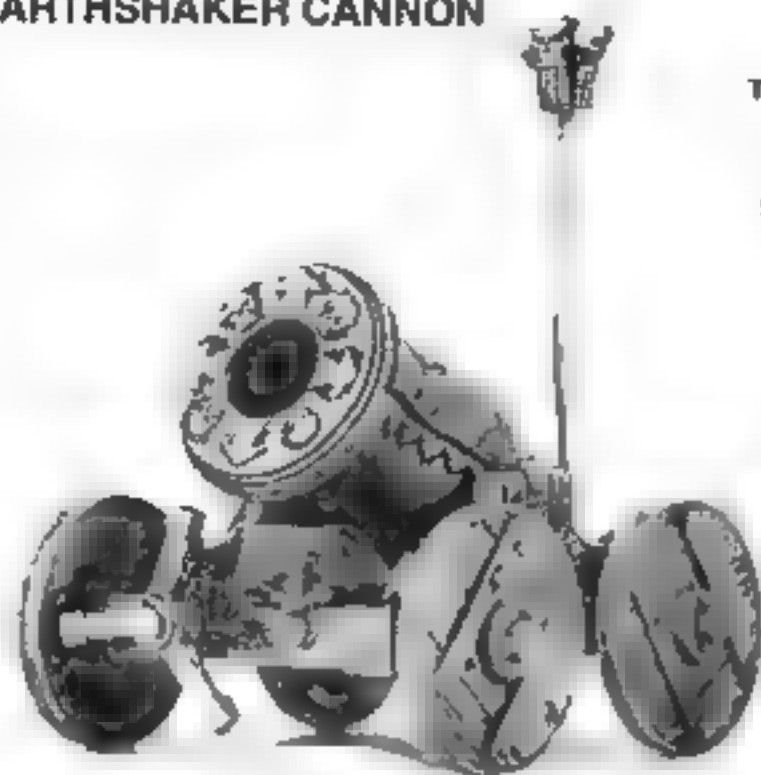


EXAMPLES OF COMPLETED CHAOS DWARF BULL CENTAURS

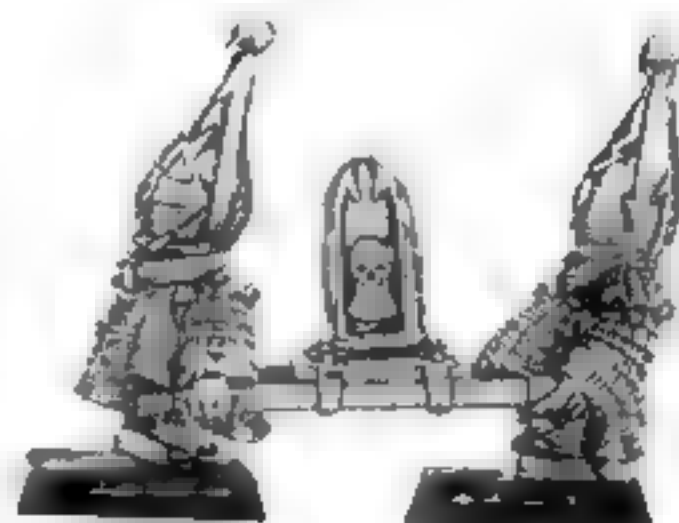
Designed by Alan Perry

CHAOS DWARF

EARTHSHAKER CANNON



THE COMPLETE EARTHSHAKER
CANNON CONSISTS OF:
3 x CREW
1 x CANNON SHELL
1 x CANNON SHELL PLATFORM
1 x CANNON UPPER
1 x CANNON LOWER
1 x CANNON RIM
1 x BANNER POLE
1 x CANNON CRANK
1 x CANNON BASE
2 x CANNON SUPPORT
4 x PLASTIC SOLID WHEEL



EXAMPLE OF COMPLETED CHAOS DWARF EARTHSHAKER



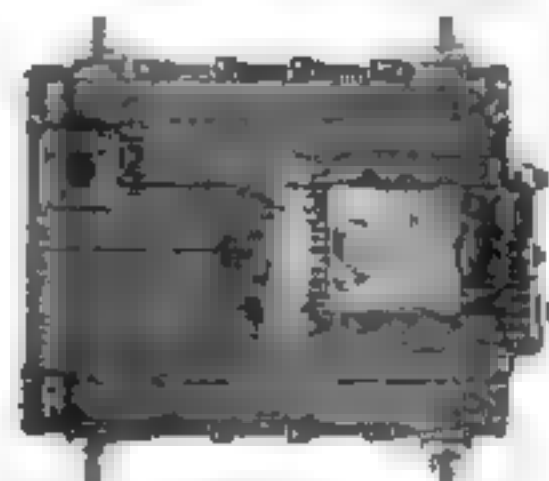
CANNON RIM
0834/10



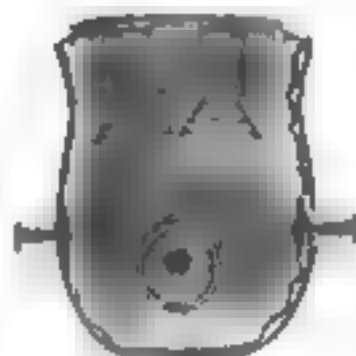
CANNON SHELL
0834/5



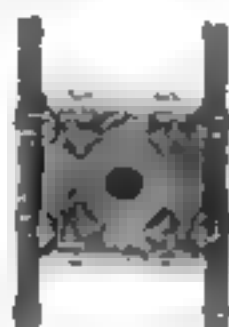
BANNER POLE
0833/7



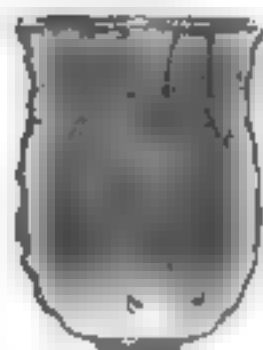
CANNON BASE
0834/9



CANNON UPPER
0834/8



SHELL PLATFORM
0834/4



CANNON LOWER
0834/6



CANNON SUPPORT
0834/11



CANNON CRANK
0834/12



PLASTIC
SOLID WHEEL
100558



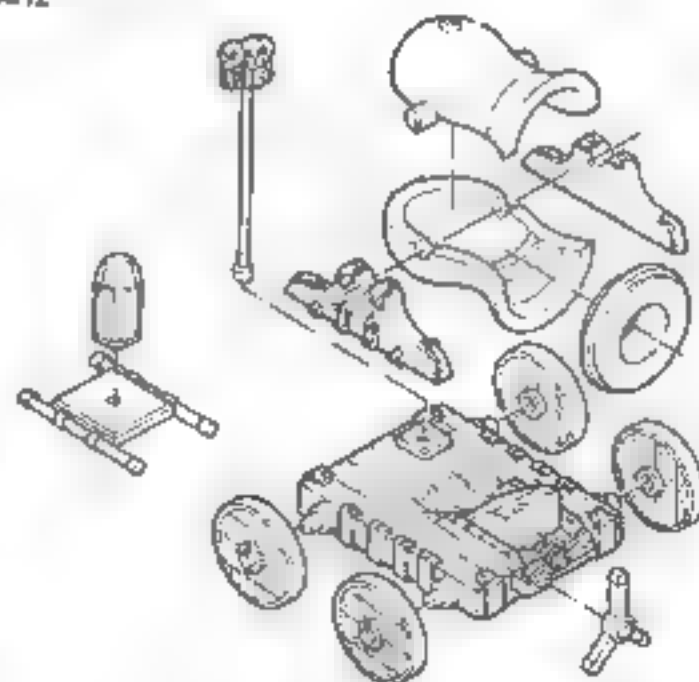
MASTER GUNNER
0834/1



SHELL CARRIER 1
0834/2



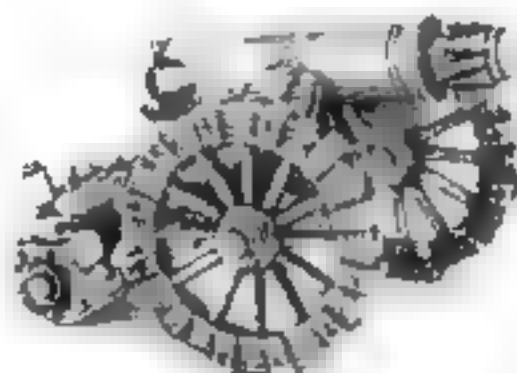
SHELL CARRIER 2
0834/3



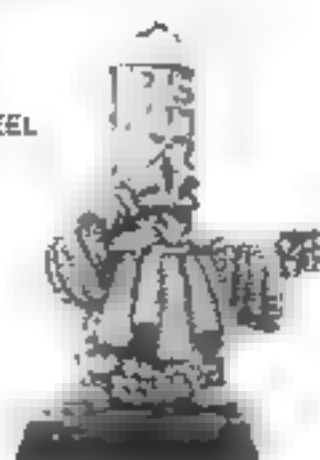
CHAOS DWARFS

ROCKET LAUNCHER

THE COMPLETE CHAOS DWARF
ROCKET LAUNCHER CONSISTS OF:
2 x CREW
1 x LEFT BASE
1 x RIGHT BASE
1 x CRANK
2 x PLASTIC SPOKED WHEEL



EXAMPLE OF COMPLETED CHAOS DWARF ROCKET LAUNCHER



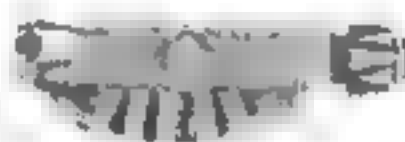
ROCKET LAUNCHER
GUNNER
075820/1



LOADER
075820/2



ROCKET LAUNCHER
RIGHT BASE
075820/3



ROCKET LAUNCHER
075820/5



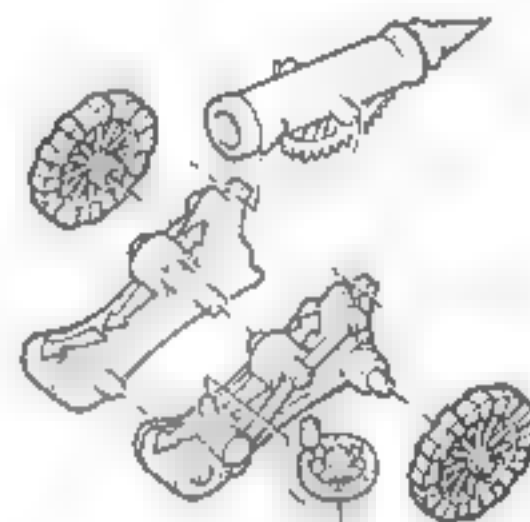
ROCKET LAUNCHER
LEFT BASE
075820/4



ROCKET LAUNCHER
CRANK
075820/6



PLASTIC
SPOKED WHEEL
100557



Designed by Alan Perry and Norman Swales

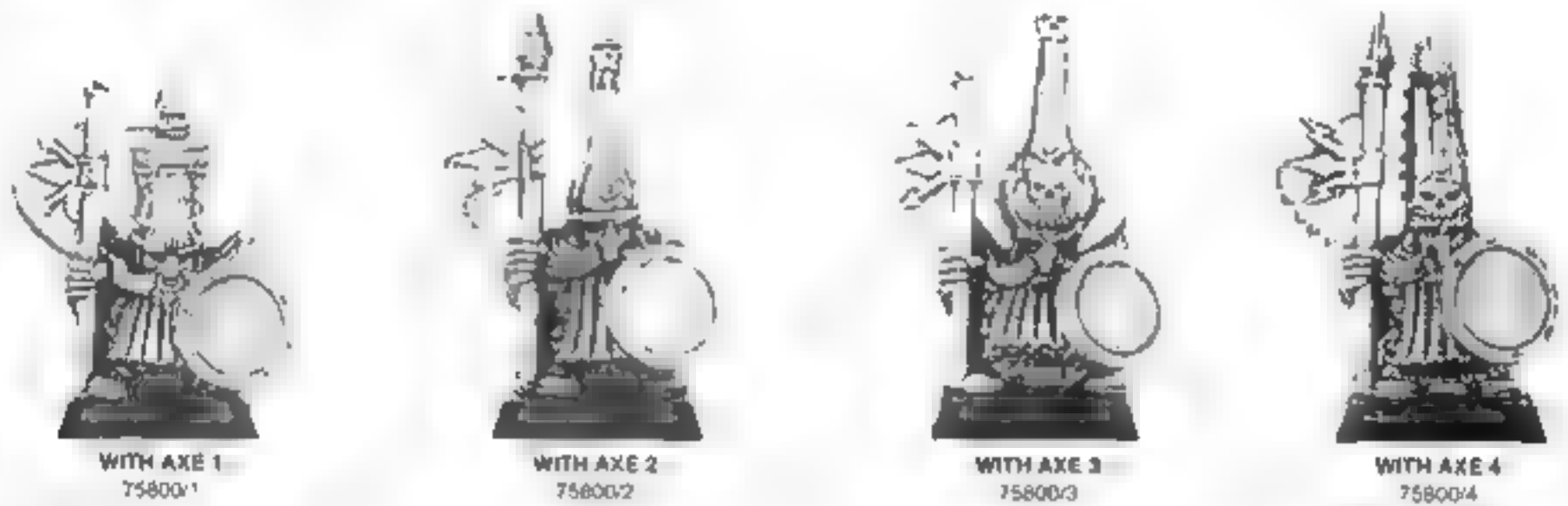


CHAOS DWARFS

COMMAND



AXEMEN

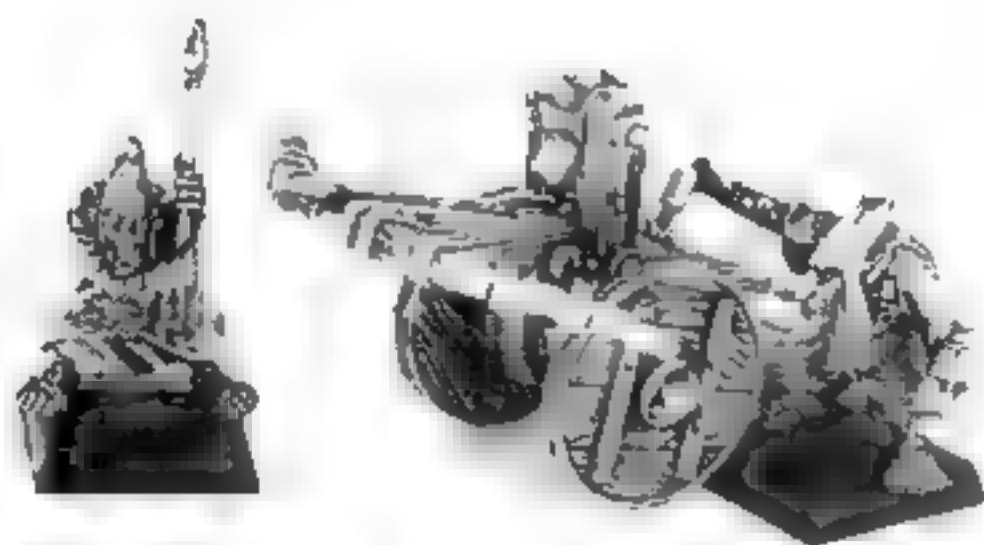


BLUNDERBUSSSES



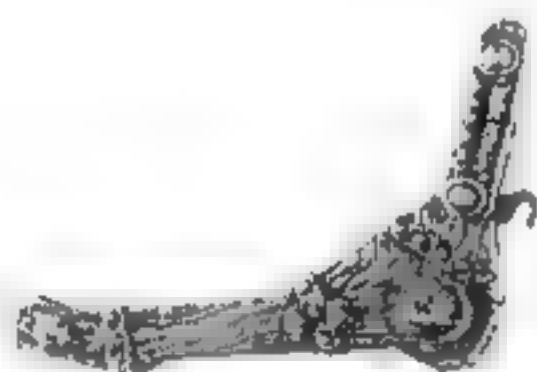
HOBGOBLINS

HOBGOBLIN BOLT THROWER

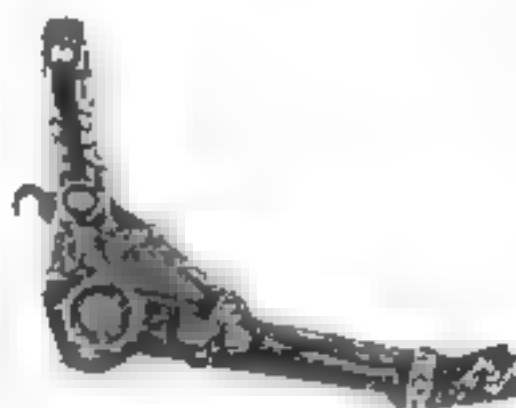


THE COMPLETED HOBGOBLIN
BOLT THROWER CONSISTS OF:
1 x HOBGOBLIN BOLT FIRER
1 x HOBGOBLIN SPEAR LOADER
1 x RIGHT SIDE
1 x LEFT SIDE
1 x BOLT THROWER
1 x BOW
1 x TOWING RING
1 x WINDLASS
2 x SOLID PLASTIC WHEELS

EXAMPLE OF COMPLETED HOBGOBLIN BOLT THROWER



RIGHT SIDE
75874/3



LEFT SIDE
75874/4



SOLID PLASTIC WHEEL



BOW
75874/6



BOLT THROWER
75874/5



TOWING RING
75874/7



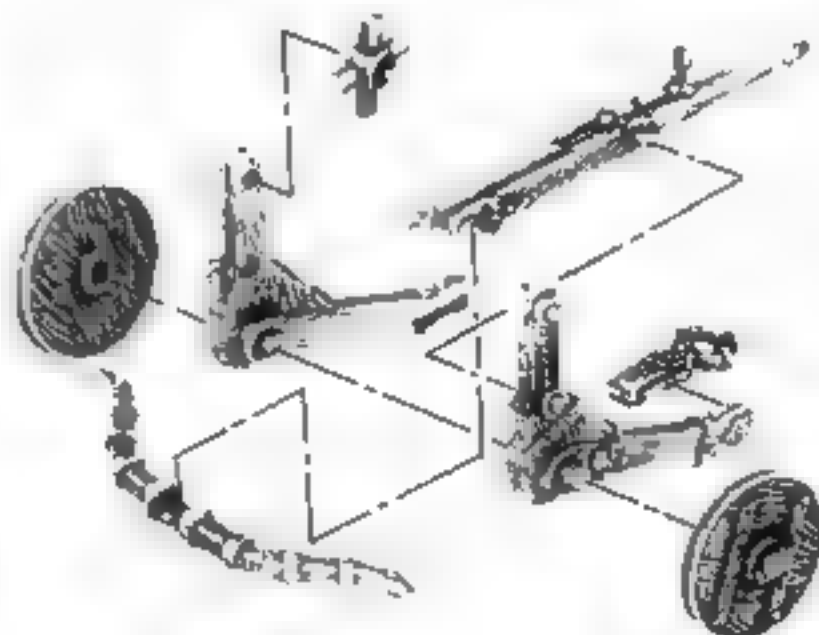
WINDLASS
75874/8



HOBGOBLIN SPEAR LOADER
75874/2



HOBGOBLIN BOLT FIRER
75874/1



HOBGOBLINS

COMMAND

THESE MINIATURES ARE SUPPLIED WITH APPROPRIATE PLASTIC SHIELDS AS STANDARD



HOBGOBLIN
BIG BOSS 1
75860/4



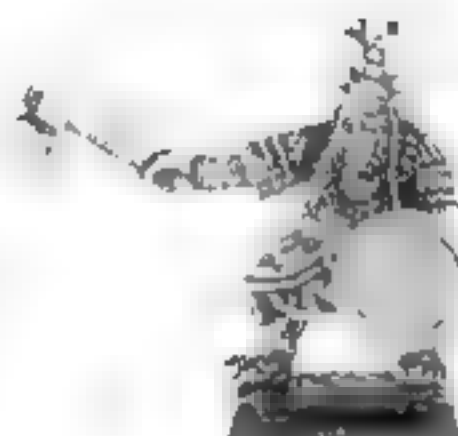
HOBGOBLIN
BOSS 1
75860/9



HOBGOBLIN
DRUMMER
75860/2



HOBGOBLIN
STANDARD BEARER 1
75860/1



HOBGOBLIN
BIG BOSS 2
75860/8



HOBGOBLIN
STANDARD BEARER 2
75860/5



HOBGOBLIN
BOSS 2
75860/7



HOBGOBLIN
TRUMPETER
75860/6

SNEAKY GITS



SNEAKY GIT 1
75873/1



SNEAKY GIT 2
75873/2



SNEAKY GIT 3
75873/3

HOBGOBLINS

ARCHERS



HOBGOBLIN
ARCHER 1
75855/1



HOBGOBLIN
ARCHER 2
75855/2



HOBGOBLIN
ARCHER 3
75855/3



ARCHER 4
75855/4



HOBGOBLIN
ARCHER 5
75855/5



HOBGOBLIN
ARCHER 6
75855/6



HOBGOBLIN
ARCHER 7
75855/7



HOBGOBLIN
ARCHER 8
75855/8

WARRIORS

THESE MINATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



HOBGOBLIN
WARRIOR 1
75850/1



HOBGOBLIN
WARRIOR 2
75850/2



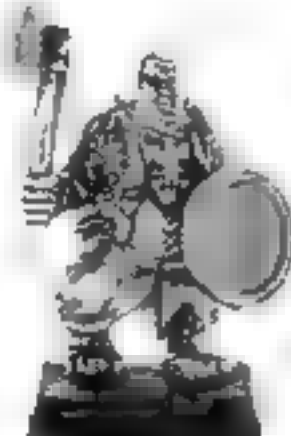
HOBGOBLIN
WARRIOR 3
75850/3



HOBGOBLIN
WARRIOR 4
75850/4



HOBGOBLIN
WARRIOR 5
75850/5



HOBGOBLIN
WARRIOR 6
75850/6



WARRIOR 7
75850/7



HOBGOBLIN
WARRIOR 8
75850/8

HOBGOBLINS

HOBGOBLIN WOLF RIDERS

THESE MINIATURES ARE SUPPLIED WITH A PLASTIC WOLF SPRUE AS STANDARD



HOBGOBLIN WITH
AXE AND SHIELD 1
075865/3



HOBGOBLIN WITH
AXE AND SHIELD 2
075865/4



HOBGOBLIN WITH
AXE AND SHIELD 3
075865/5



HOBGOBLIN WITH
AXE AND SHIELD 4
075865/9



HOBGOBLIN WITH
AXE AND SHIELD 5
075865/8



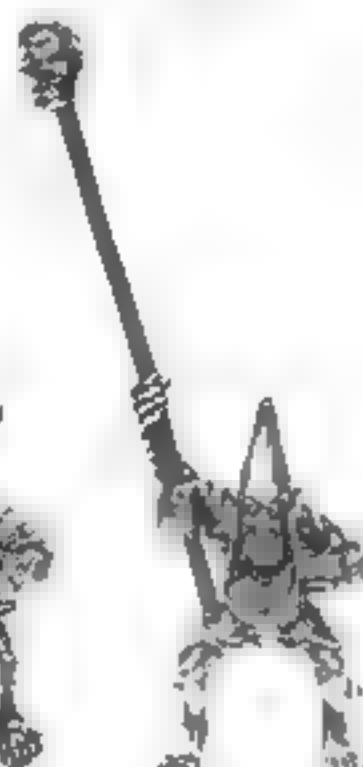
HOBGOBLIN
ARCHER 1
075865/1



HOBGOBLIN
ARCHER 2
075865/2



HOBGOBLIN
BIG BOSS
075870/1



HOBGOBLIN
STANDARD BEARER
075870/2



HOBGOBLIN
ARCHER 3
075865/6



HOBGOBLIN
ARCHER 4
075865/7

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS
AND A PLASTIC WOLF SPRUE AS STANDARD



EXAMPLES OF COMPLETED HOBGOBLIN WOLF RIDERS

HOBGOBLINS

HOBGOBLIN HERO ON WOLF

THIS MODEL IS SUPPLIED WITH A PLASTIC WOLF SPRUE AS STANDARD

THE COMPLETED HOBGOBLIN HERO

ON WOLF CONSISTS OF:

1 x HOBGOBLIN HERO BODY

1 x CLOAK

1 x QUIVER

1 x WOLF HEAD

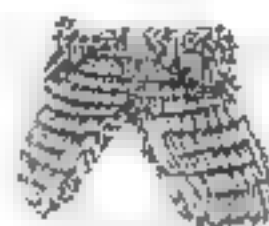
1 x PLASTIC WOLF SPRUE



EXAMPLE OF COMPLETED HOBGOBLIN HERO ON WOLF



HOBGOBLIN HERO BODY
75863.1



CLOAK
75863.2

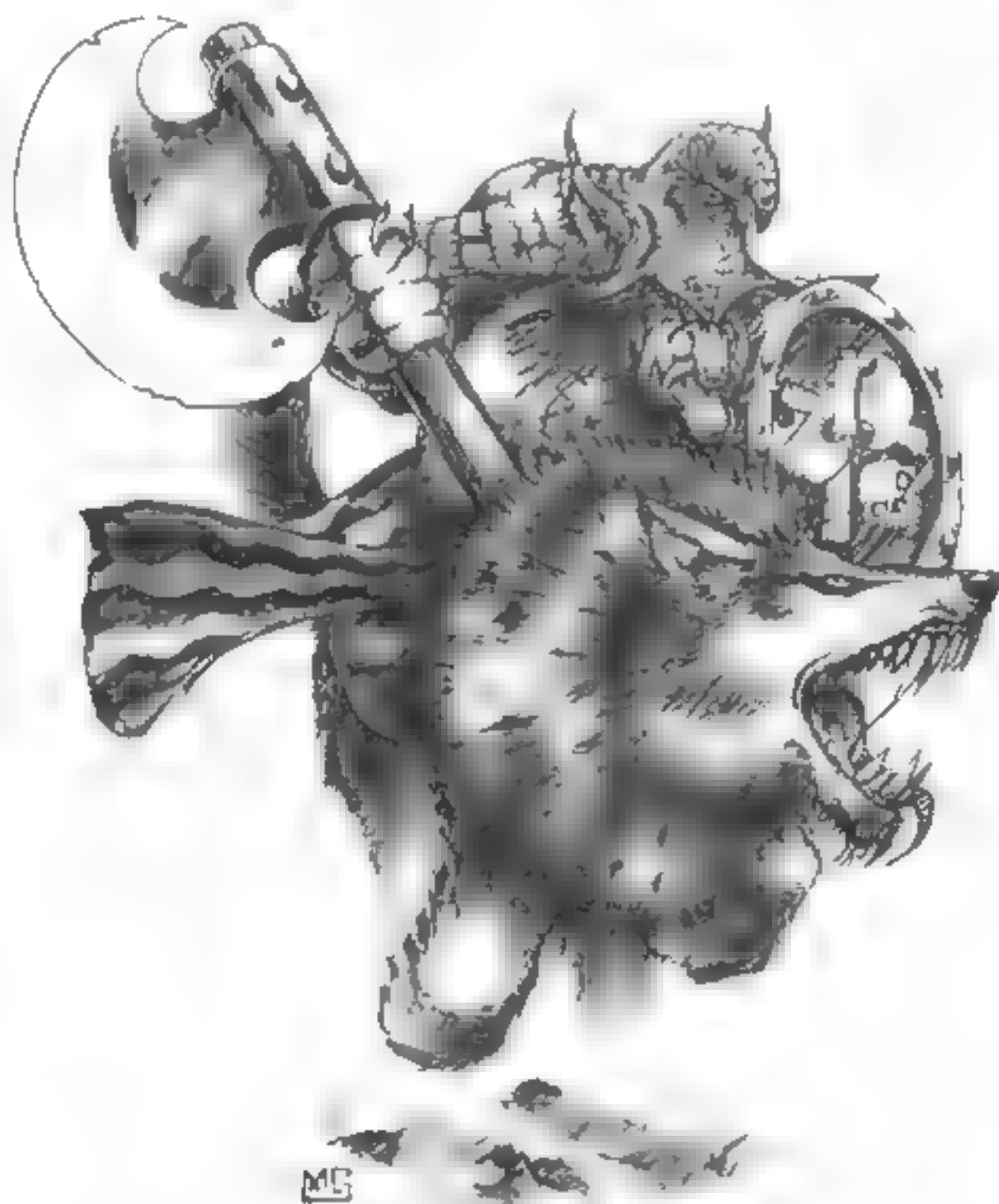


QUIVER
75863.3



WOLF HEAD
75863.4

Designed by Alan Perry



EMPIRE

BATTLE WIZARDS



JADE WIZARD
73791/6



AMETHYST WIZARD
73791/9



AMBER WIZARD
73791/7

ACOLYTES OF THE LIGHT COLLEGE



LIGHT WIZARD
73791/8



ACOLYTE OF THE
LIGHT COLLEGE 2
73800/2

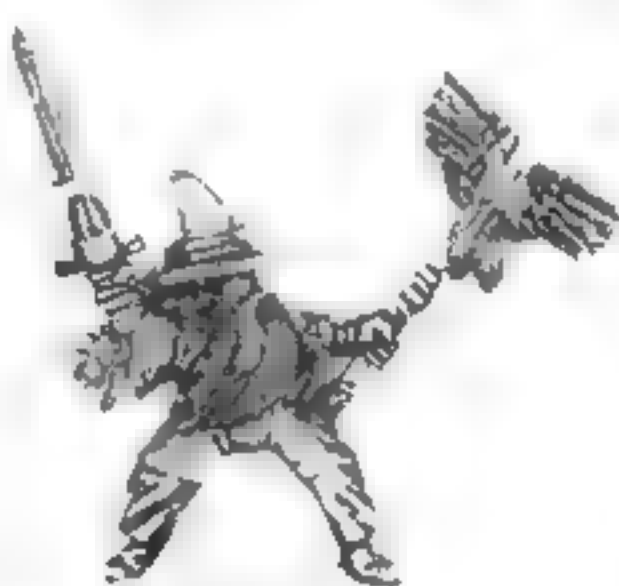


ACOLYTE OF THE
LIGHT COLLEGE 1
73800/1

MOUNTED BATTLE WIZARDS



EXAMPLES OF COMPLETED IMPERIAL BATTLE WIZARD



MTD GREY WIZARD
73706/5



MTD BRIGHT WIZARD
73708/6



MTD CELESTIAL WIZARD
73707/7



MTD GOLD WIZARD
73708/8

EMPEROR RIDING THE WAR GRIFFON DEATHCLAW

THE COMPLETE EMPEROR
RIDING WAR GRIFFON
CONSISTS OF:
1 x EMPEROR
1 x BACK BANNER
1 x LEFT WING
1 x RIGHT WING
1 x GRIFFON'S LEFT SIDE
1 x GRIFFON'S RIGHT SIDE
1 x LEFT CLAW
1 x RIGHT CLAW
1 x TAIL



EXAMPLE OF COMPLETED EMPEROR ON DEATHCLAW



EMPEROR
KARL FRANZ
0835/1



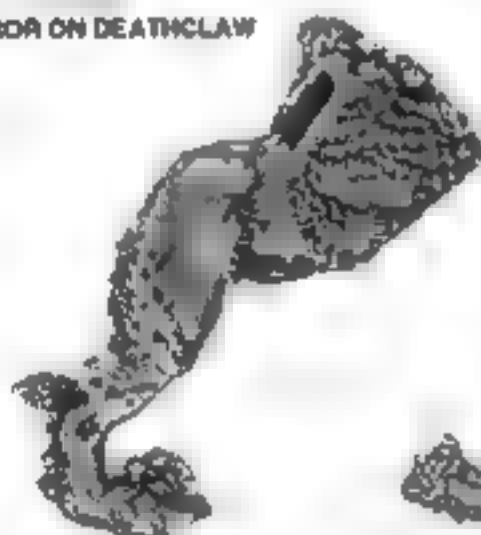
EMPEROR'S
BANNER POLE
0835/2



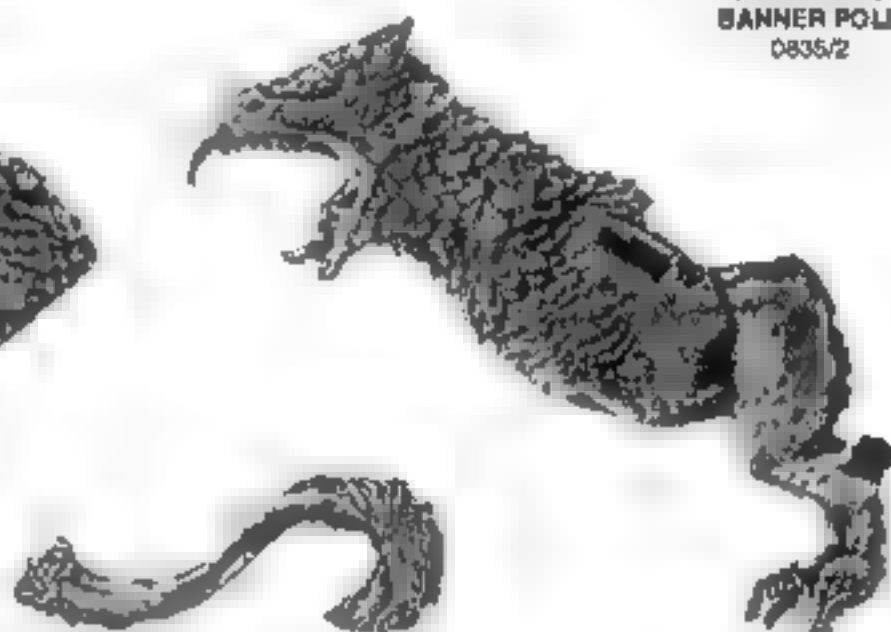
LEFT CLAW
0822/6



RIGHT CLAW
0822/7



GRIFFON'S BODY
RIGHT SIDE
0822/5



GRIFFON'S TAIL
0822/8

GRIFFON'S BODY
LEFT SIDE 2
0835/3



RIGHT WING
0830/6



LEFT WING
0830/5



HIGH ELVES

REAYER KNIGHTS

THESE MINIATURES ARE SUPPLIED WITH PLASTIC UNARMoured HORSE AS STANDARD



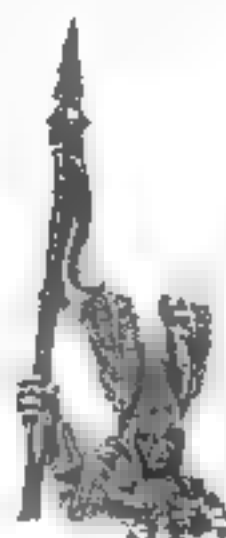
REAYER KNIGHT
CHAMPION
88790/1



REAYER KNIGHT
STANDARD BEARER
88790/2



REAYER KNIGHT 1
0816/4



REAYER KNIGHT 2
0816/3



REAYER KNIGHT
LEGS 2
0816/5



REAYER KNIGHT
LEGS 1
0816/6



EXAMPLES OF COMPLETED HIGH ELF REAYER KNIGHTS

WHITE LIONS OF CHRACE



WHITE LION WITH
DOUBLE HANDED AXE 1
88750/1



WHITE LION WITH
DOUBLE HANDED AXE 2
88750/2



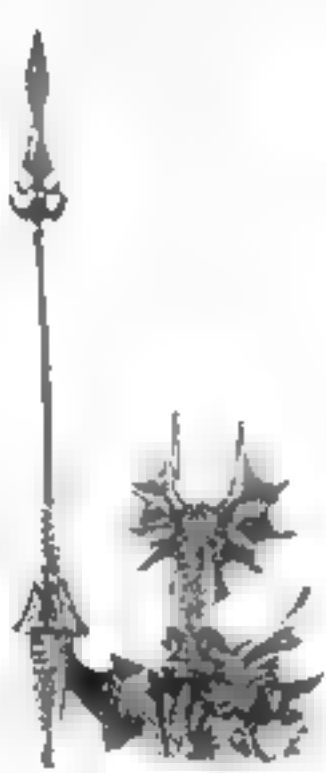
WHITE LION WITH
DOUBLE HANDED AXE 3
88750/3



WHITE LION WITH
DOUBLE HANDED AXE 4
88750/4

HIGH ELVES

DRAGON PRINCES OF CALEDOR



DRAGON PRINCE 1
0841/4



STANDARD BEARER
75675/4



HERO WITH SWORD
75675/5



DRAGON PRINCE 2
0841/5



DRAGON PRINCE 3
0841/8



DRAGON PRINCE
HORSE HEAD 1
0841/2



DRAGON PRINCE
HORSE HEAD 2
0841/3



DRAGON PRINCE
LEGS
0841/1



EXAMPLES OF COMPLETED DRAGON PRINCES OF CALEDOR

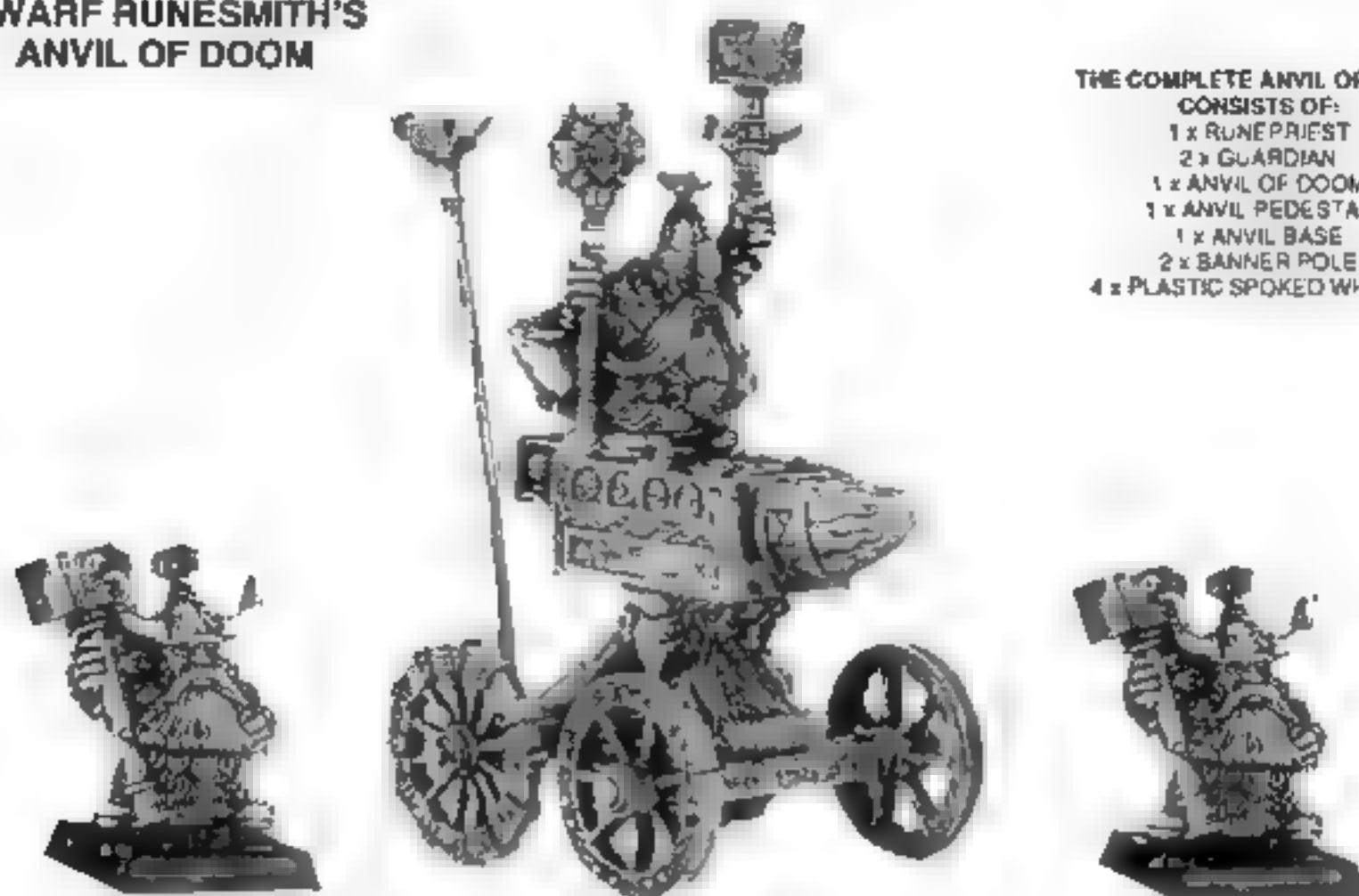
THESE MINATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AND PLASTIC ARMoured HORSES AS STANDARD

ANVIL OF DOOM

DWARF RUNESMITH'S ANVIL OF DOOM

THE COMPLETE ANVIL OF DOOM

CONSISTS OF:
1 x RUNEPRIEST
2 x GUARDIAN
1 x ANVIL OF DOOM
1 x ANVIL PEDESTAL
1 x ANVIL BASE
2 x BANNER POLE
4 x PLASTIC SPOKED WHEELS



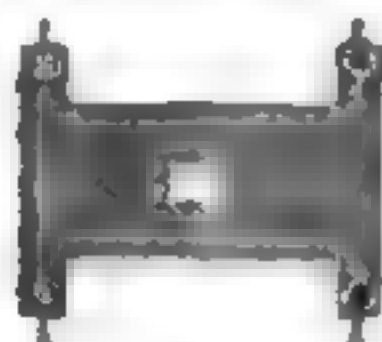
EXAMPLE OF COMPLETED DWARF RUNESMITH AND THE ANVIL OF DOOM



BANNER POLE
0836/6



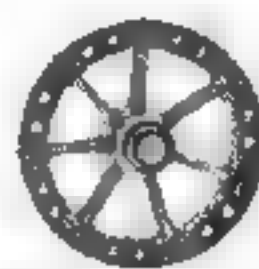
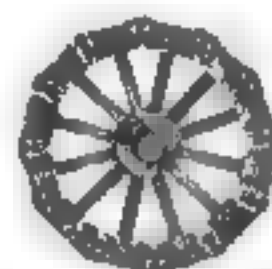
ANVIL OF DOOM
0836/3



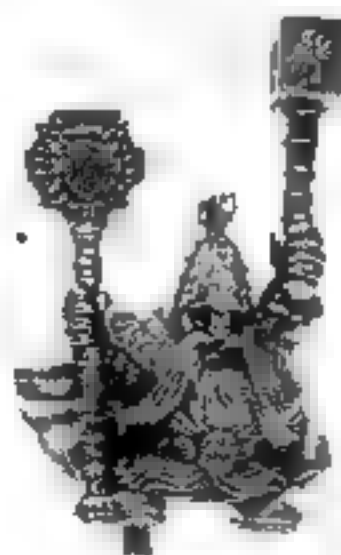
ANVIL BASE
0836/4



ANVIL PEDESTAL
0836/5



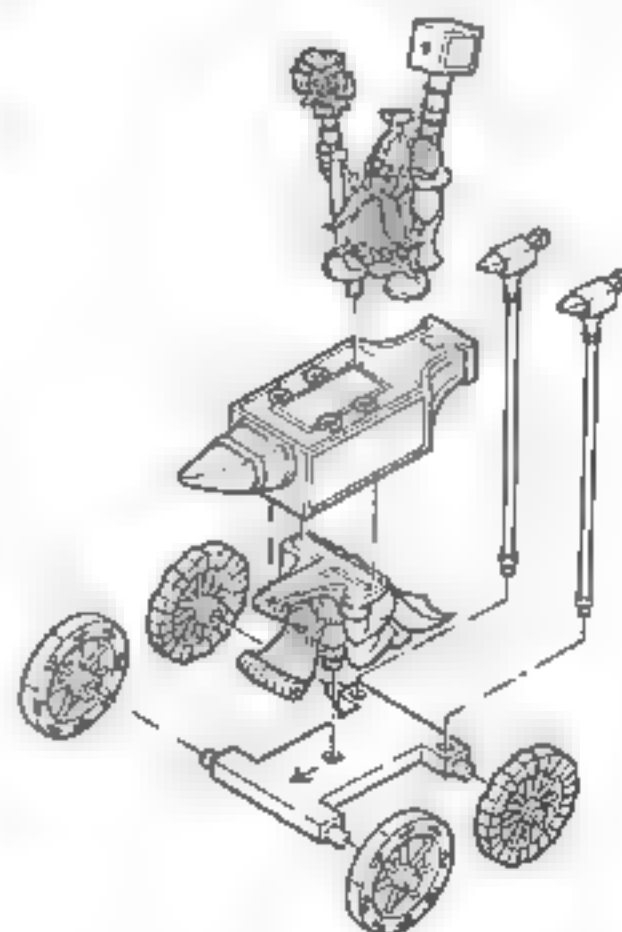
PLASTIC
SPOKED WHEELS
100557



RUNEPRIEST
0836/2



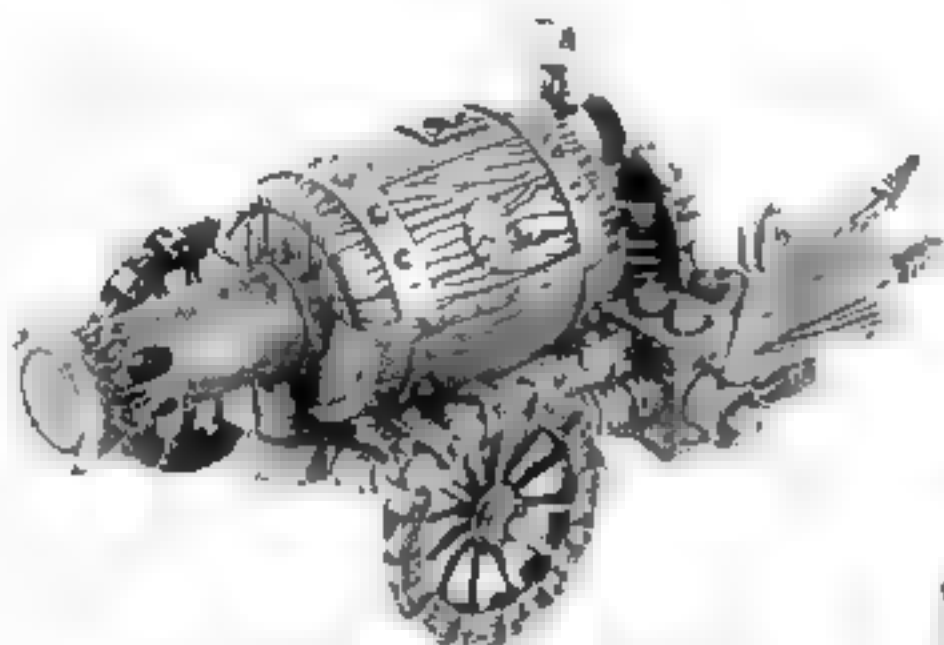
GUARDIAN
0836/1



Designed by Michael Perry

FLAME CANNON

DWARF FLAME CANNON



EXAMPLE OF COMPLETED DWARF FLAME CANNON

THE COMPLETE DWARF FLAME CANNON

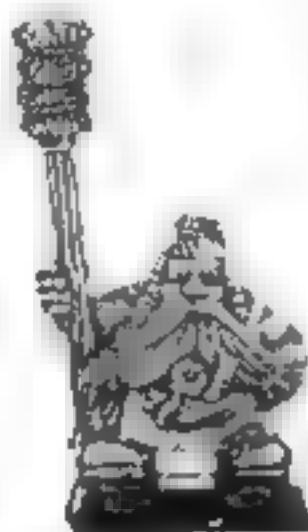
- CONSISTS OF-
- 3 x CREW
 - 1 x CANNON
 - 1 x UPPER BARREL
 - 1 x LOWER BARREL
 - 1 x LEVER
 - 1 x BELLOWS
 - 1 x PUMP
 - 1 x STEAM WHISTLE
 - 1 x INSTRUMENTS PANEL
 - 1 x FRONT BASE
 - 1 x REAR BASE
 - 2 x PLASTIC SPOKED WHEELS



MASTER GUNNER
0637/1



LOADER
0637/2



SWABBER
0637/3



FRONT BASE
0637/7



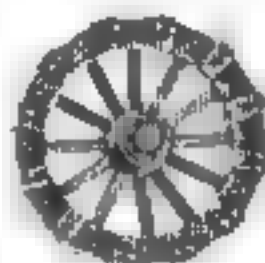
CANNON
0637/8



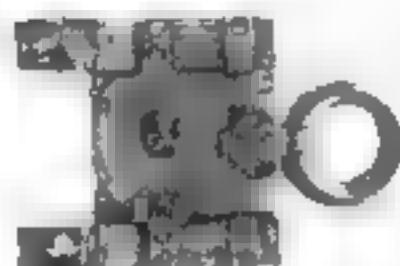
LEVER
0637/11



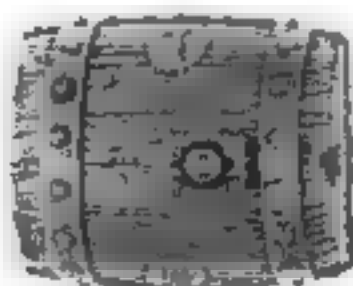
BELLOWS
0637/13



PLASTIC
SPOKED WHEELS
100567



REAR BASE
0637/6



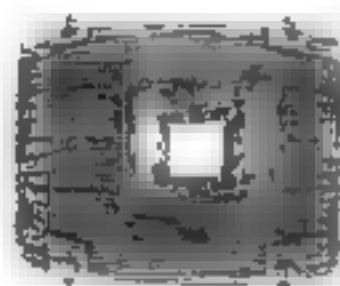
UPPER BARREL
0637/5



PUMP
0637/10



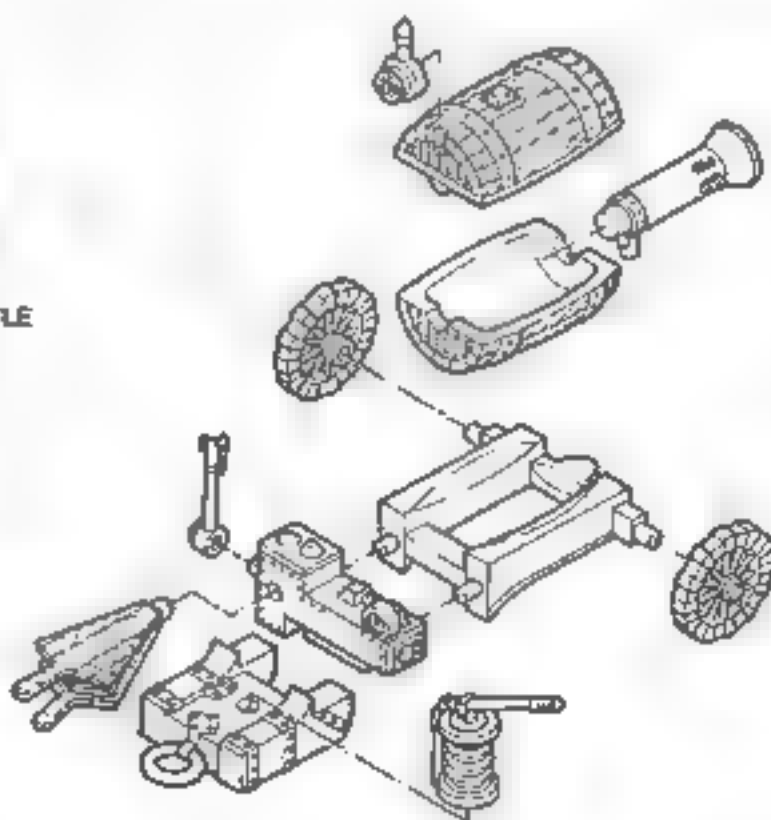
STEAM WHISTLE
0637/12



LOWER BARREL
0637/4



INSTRUMENTS PANEL



DWARFS

RUNE LORD KRAGG THE GRIM

THE COMPLETE KRAGG THE GRIM
CONSISTS OF
1 X KRAGG THE GRIM
1 X KRAGG'S BANNER



EXAMPLE OF COMPLETED KRAGG THE GRIM



KRAGG'S BANNER
74384/2



KRAGG THE GRIM
74384/1

ENGINEER GUILDMASTER BURLOCK DAMMINSON

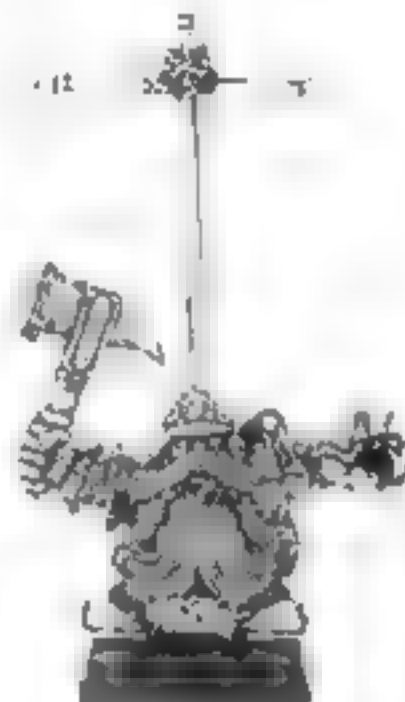
THE COMPLETE BURLOCK
DAMMINSON CONSISTS OF:
1 X BURLOCK DAMMINSON
1 X DAMMINSON'S BANNER



DAMMINSON'S
BANNER
74383/2



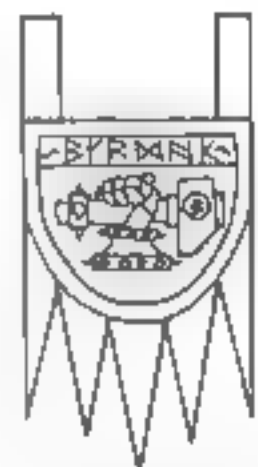
BURLOCK
DAMMINSON
74383/1



EXAMPLE OF COMPLETED BURLOCK DAMMINSON



KRAGG THE GRIM'S
BACK BANNER

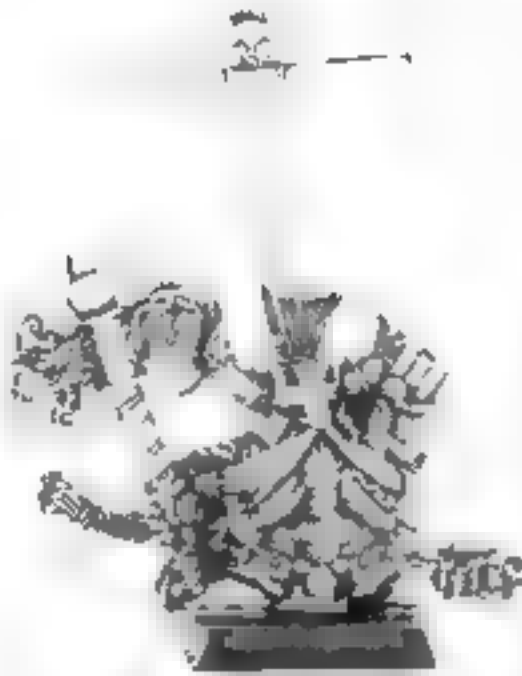


BURLOCK
DAMMINSON'S
BACK BANNER

DWARFS

UNGRIM IRONFIST THE SLAYER KING

THE COMPLETE
UNGRIM IRONFIST
CONSISTS OF:
1 x UNGRIM IRONFIST
1 x IRONFIST'S BANNER



EXAMPLES OF COMPLETED UNGRIM IRONFIST



74382/2



UNGRIM IRONFIST
74382/1

DWARF KING KAZADOR

THE COMPLETE
KING KAZADOR
CONSISTS OF:
1 x KING KAZADOR
1 x KAZADOR'S BANNER
1 x THUNDER HORN



KAZADOR'S BANNER
74381/3



THUNDER HORN
74381/2



KING KAZADOR
74381/1



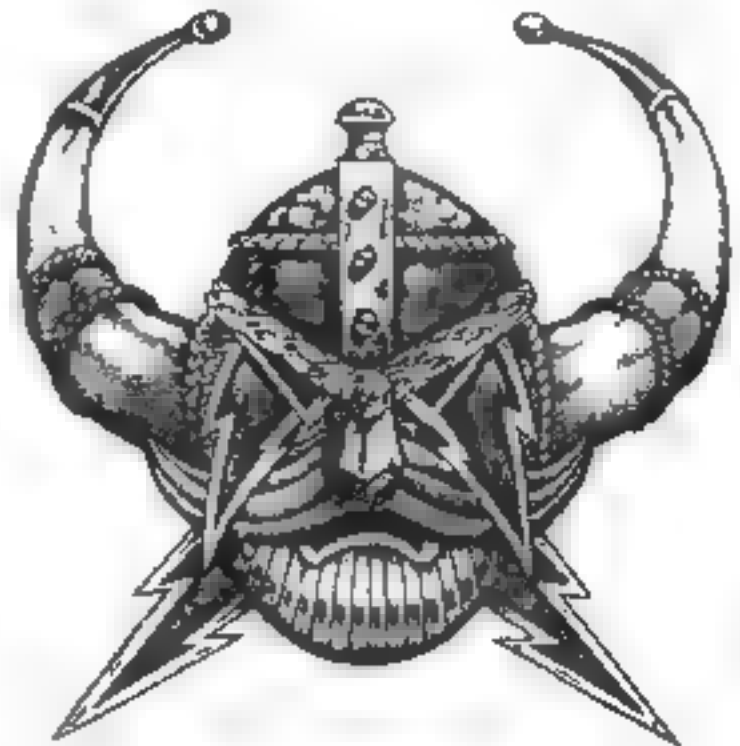
EXAMPLES OF COMPLETED KING KAZADOR



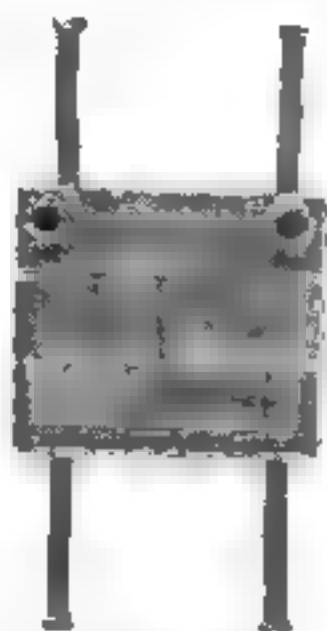
KING KAZADOR'S
BACK BANNER



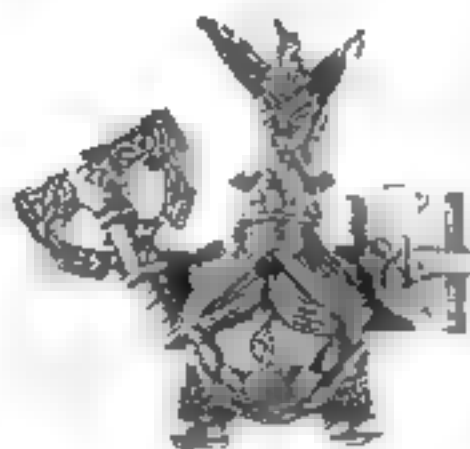
UNGRIM IRONFIST'S
BACK BANNER



THRONE OF POWER



THRONE OF POWER
PLATFORM
828/1



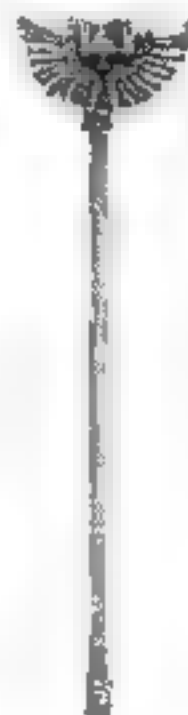
THORGRIM
GRUDGEBEARER
828/5



THRONE OF POWER
SEAT
828/4



THRONE OF POWER
BACK
828/2



THRONE OF POWER
BANNER POLE
828/3



THRONE OF POWER
BEARER 1
828/6



THRONE OF POWER
BEARER 2
828/7

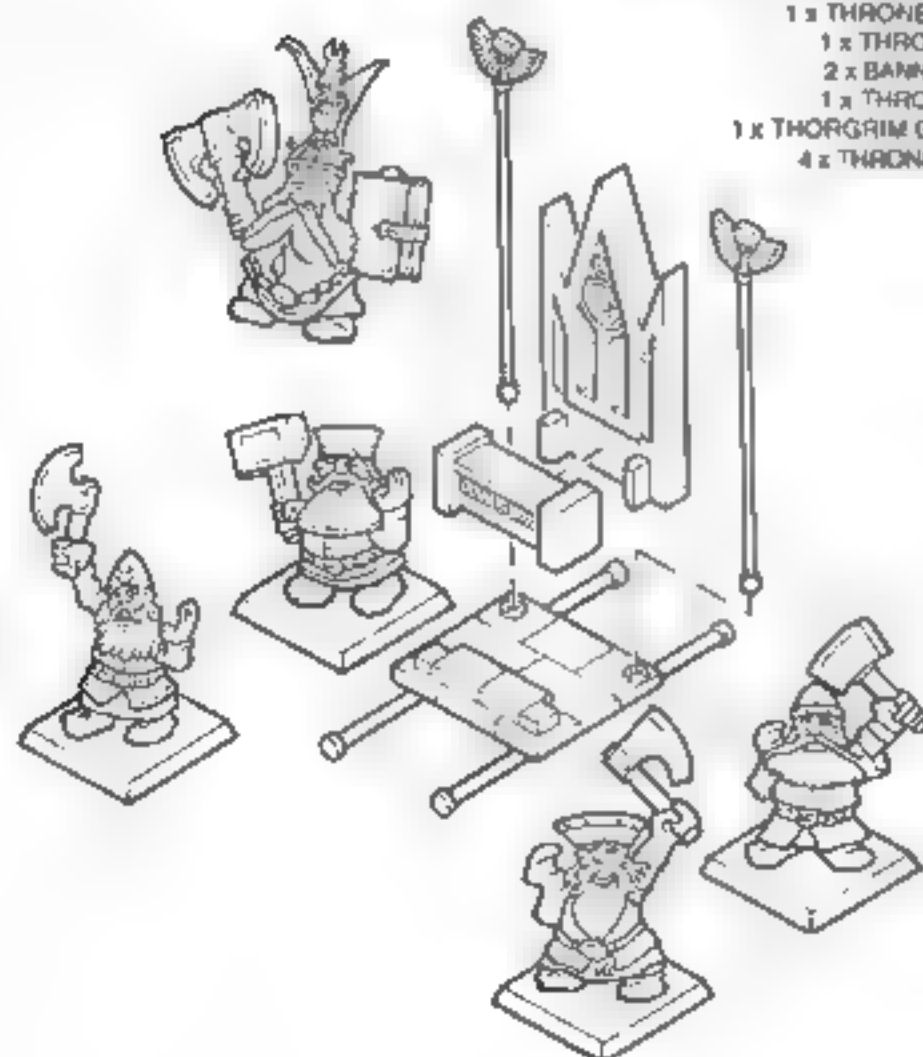


THRONE OF POWER
BEARER 3
828/8



THRONE OF POWER
BEARER 4
828/9

THE COMPLETE DWARF THRONE OF POWER
CONSISTS OF
1 x THRONE PLATFORM
1 x THRONE BACK
2 x BANNER POLE
1 x THRONE SEAT
1 x THORGRIM GRUDGEBEARER
4 x THRONE BEARERS



EXAMPLE OF COMPLETED DWARF THRONE OF POWER

DWARF KING'S THRONE OF POWER

Thorgrim, Dwarf king of Karaz-a-Karak is known as the Grudge Bearer because he keeps his own personal copy of the Dammaz Kron or Book of Grudges with him at all times. In battle Thorgrim recites ancient and damning grudges from the book inflaming the Dwarves with hatred for their enemies, with the result that they become resolute and almost unbreakable in combat.

The throne of power is an ancient Dwarf relic which has been used by the kings of Karaz-a-Karak for over four thousand years. Encrusted with countless powerful runes, it confers magical protection upon the king and his throne bearers and is able to heal them from the effects of wounds.



DWARF BANNER
OF KINGSHIP



THORGRIM'S
WAR BANNER



THORGRIM'S THRONEBEARERS

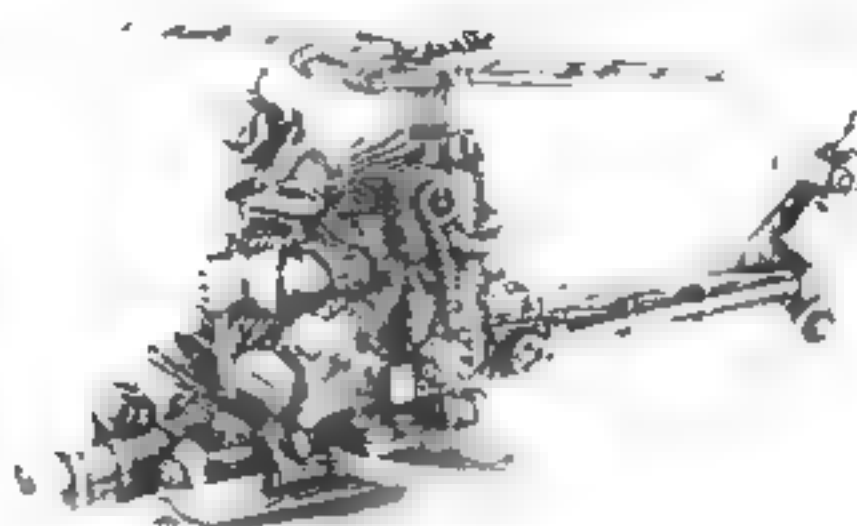


THORGRIM
GRUDGE BEARER
KING OF
KARAZ-A KARAK



DWARFS

DWARF GYROCOPTER

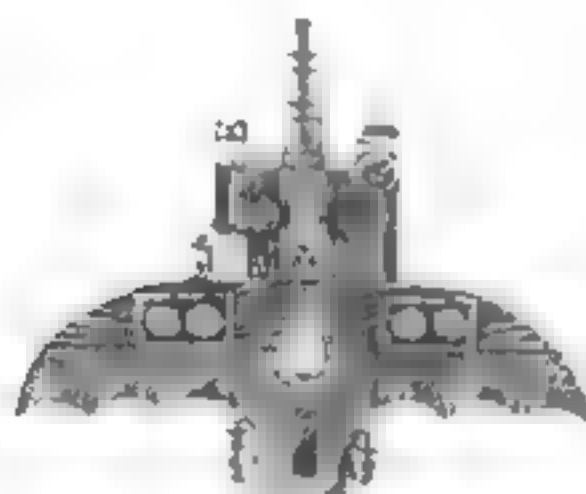


EXAMPLE OF COMPLETED DWARF GYROCOPTER

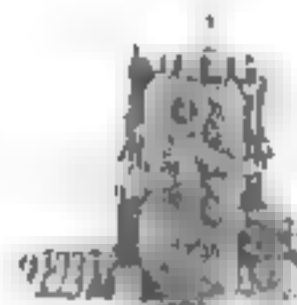
EACH COMPLETE
DWARF GYROCOPTER
CONSISTS OF
1 x PILOT
1 x CANNON CHASSIS
1 x ENGINE
1 x TAIL
1 x PROPELLER



PILOT
0842/1



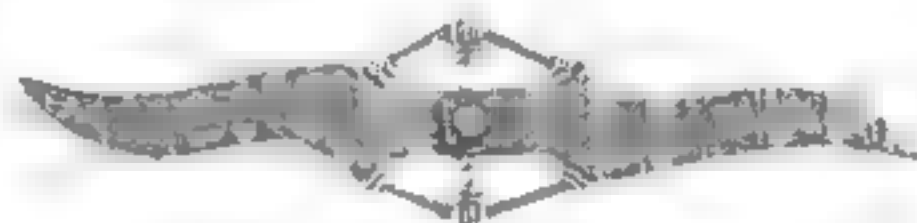
CANNON CHASSIS
0842/2



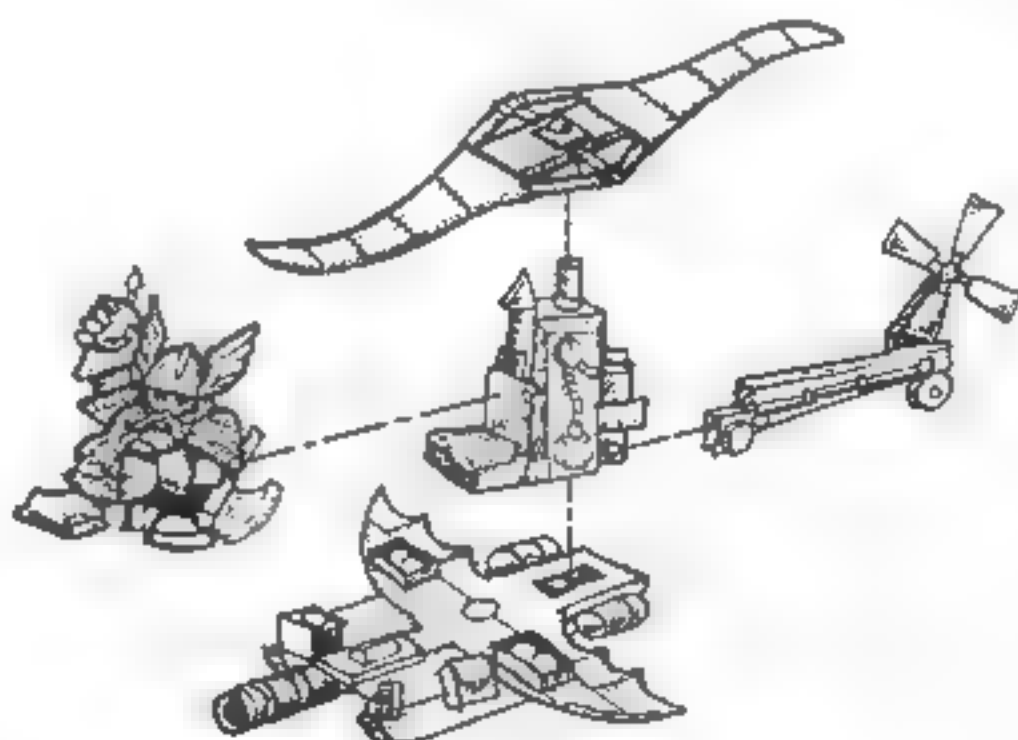
ENGINE
0842/3



TAIL
0842/4



PROPELLER
0842/5



DWARFS

GOTREK AND FELIX



GOTREK
GURNISSON
074380/1

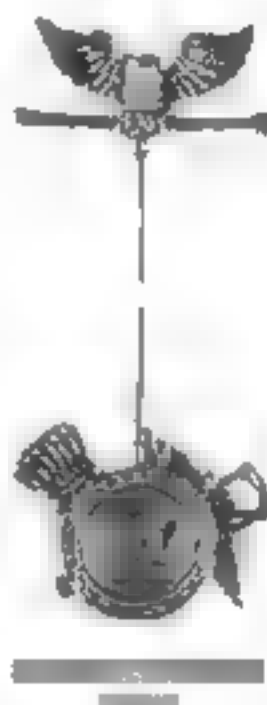


FELIX
JAEGER
074380/2

BUGMAN'S DWARF RANGERS



EXAMPLE OF COMPLETED JOSEPH BUGMAN



THE COMPLETE
JOSEPH BUGMAN MINIATURE
CONSISTS OF:
1 x BUGMAN
1 x BUGMAN BANNER



JOSEPH BUGMAN
0840/1



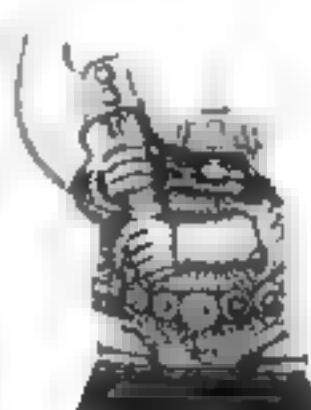
TROOPER 3
0840/7



TROOPER 2



STANDARD BEARER
0840/4



TROOPER 1
0840/5



CHAMPION
0840/3

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD

Designed by Michael Perry

DWARF SLAYERS

Dwarf Slayers seek a heroic demise by hunting out and fighting the largest monsters they can find. They never wear armour, spurning the very idea of self-preservation. They carry an axe. Often a very big axe.

Although driven to seek their death in battle, Slayers are incapable of deliberately fighting to lose, and always enter the fray to win. The most skilled Slayers, the least successful ones in a sense, tend to survive either because they are the toughest, the fastest, or the most determined warriors in the Warhammer world.



A REGIMENT OF DWARF SLAYERS



DAEMON SLAYER



GIANT SLAYER



DRAGON SLAYER



TROLL SLAYERS



TROLL SLAYERS



TROLL SLAYER 1
88091/57



TROLL SLAYER 2
88091/51



TROLL SLAYER 3
88091/52

GIANT SLAYERS



GIANT SLAYER 1
88092/54



GIANT SLAYER 2
88092/53

DRAGON SLAYER

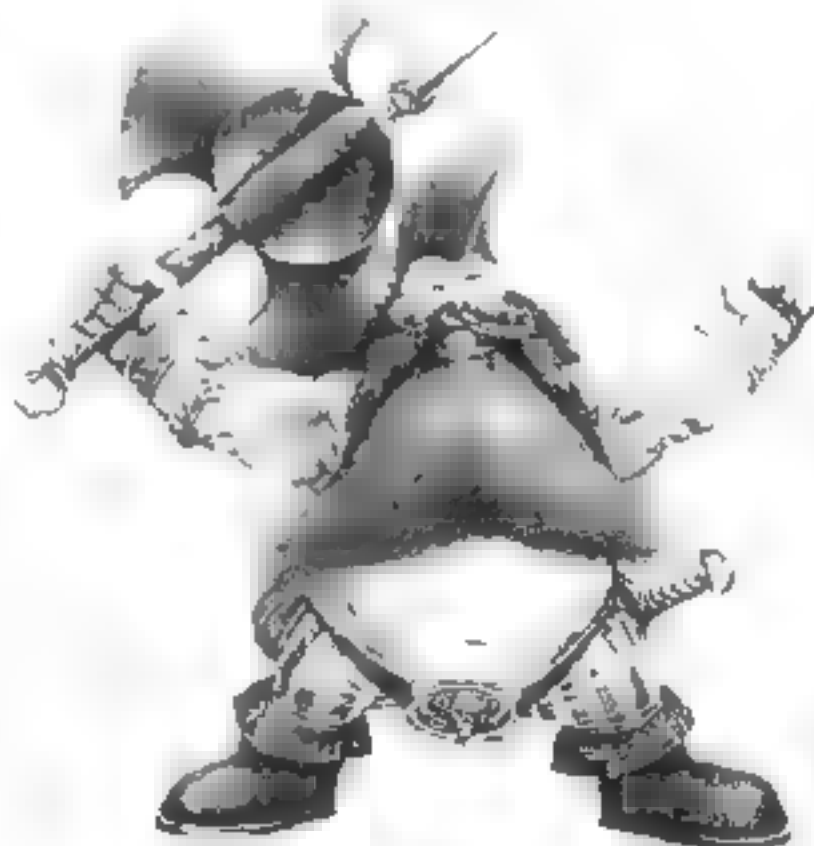


DRAGON SLAYER

DAEMON SLAYER



DAEMON SLAYER
88098/56



DWARFS

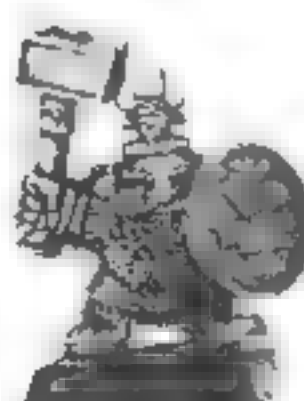
HAMMERERS



HAMMERER 1
88095/23



HAMMERER 2
88095/24



HAMMERER 3
88095/25



HAMMERER 4
88095/26



HAMMERER 5
88095/43



88095/44



HAMMERER 7
88095/45



HAMMERER 8
88095/46

LONG BEARDS



LONG BEARD 1
88094/15



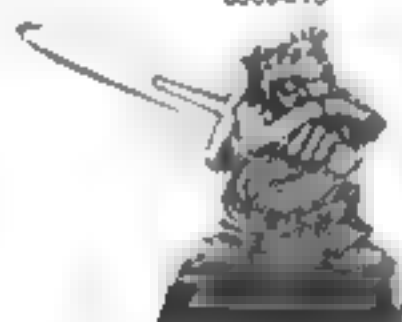
LONG BEARD 2
88094/16



LONG BEARD 3
88094/17



LONG BEARD 4
88094/18



LONG BEARD 5
88094/31



LONG BEARD 6
88094/32

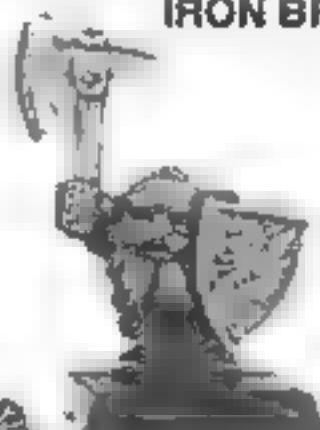


LONG BEARD 7
88094/33



LONG BEARD 8
88094/34

IRON BREAKERS



IRON BREAKER 1
88093/19



IRON BREAKER 2
88093/20



IRON BREAKER 3
88093/21



IRON BREAKER 4
88093/22



IRON BREAKER 7
88093/49



IRON BREAKER 6
88093/48



IRON BREAKER 5
88093/47



IRON BREAKER 8
88093/50

DWARF CROSSBOWS



CROSSBOW 1
88051/33



CROSSBOW 2
88051/34



CROSSBOW 3
88051/35



CROSSBOW 4
88051/36



CROSSBOW 5
88051/37



CROSSBOW 6
88051/38



CROSSBOW 7
88051/39



CROSSBOW 8
88051/40



CROSSBOW 9
88051/41



CROSSBOW 10
88051/42



CROSSBOW 11
88051/43



CROSSBOW 12
88051/44



CROSSBOW 13
88001/5



CROSSBOW 14
88001/6

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLUG-IN CROSSBOW



CROSSBOW 15
88051/38



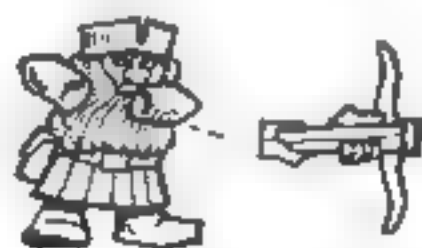
CROSSBOW 16
88051/37



CROSSBOW 17
88051/39



CROSSBOW 18
88051/40



PLUG-IN CROSSBOW 1A
88051/A

TROLL SLAYERS



WITH SWORD
88091/8



WITH MACE 1
88091/9



WITH AXE 1
88091/10



WITH HAMMER
88091/6



WITH AXE 2
88091/7



WITH AXE 3
88091/5



WITH TWO SWORDS
88091/1



WITH MACE 2
88091/2

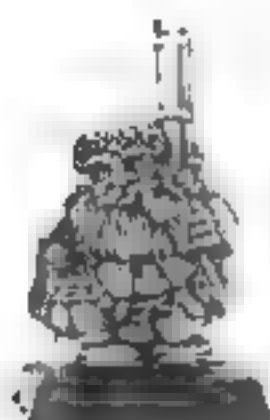


WITH FLAIL
88091/3



WITH TWO HANDED AXE
88091/4

THUNDERERS



THUNDERER 1
88096/27



THUNDERER 2
88096/28



THUNDERER 3
88096/29



THUNDERER 4
88096/30



THUNDERER 5
88096/35



THUNDERER 6
88096/36



THUNDERER 7
88096/37



THUNDERER 8
88096/38



THUNDERER 9
88096/39



THUNDERER 10
88096/40

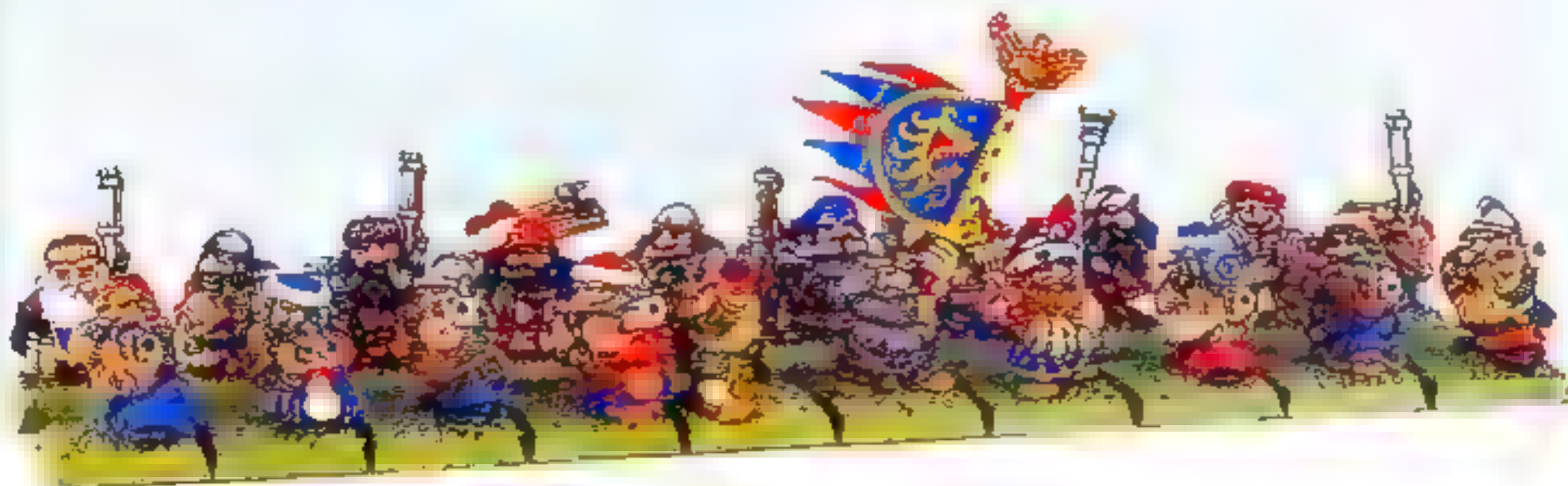


THUNDERER 11
88096/41

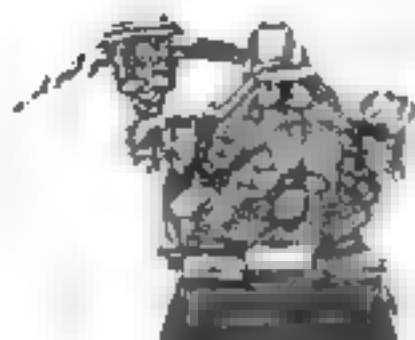


THUNDERER 12
88096/42

DWARF THUNDERERS



DWARF MINER COMMAND



LEADER
88045/3



STANDARD BEARER
88045/1



HORN BLOWER
88045/2

DWARF MINERS



DWARF MINER 1
88044/1



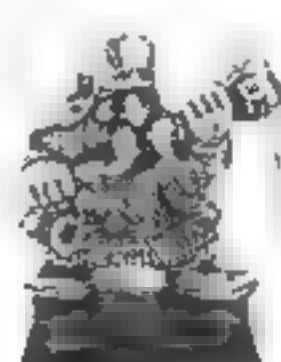
DWARF MINER 2
88044/2



DWARF MINER 3
88044/3



DWARF MINER 4
88044/4



DWARF MINER 5
88044/5

UNDEAD

SKELETON HORSEMEN



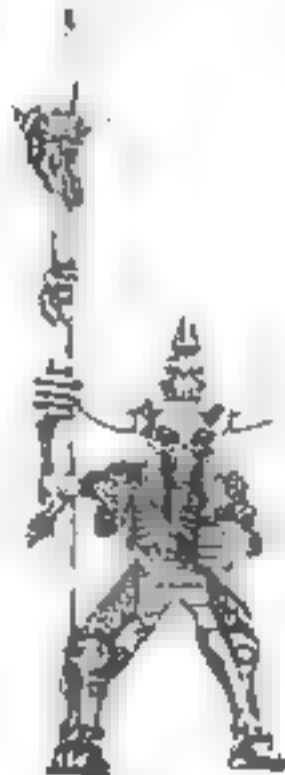
SKELETON HORSEMAN
WITH BOW
74519/4



SKELETON HORSEMAN
WITH AXE
74519/2



SKELETON HORSEMAN
WITH SWORD
74519/1



SKELETON HORSEMAN
WITH SPEAR
74519/3

THESE MODELS ARE SUPPLIED WITH PLASTIC SHIELDS WHERE APPROPRIATE AND A PLASTIC SKELETON STEED \$PRUE AS STANDARD



EXAMPLES OF COMPLETED SKELETON HORSEMEN

UNDEAD

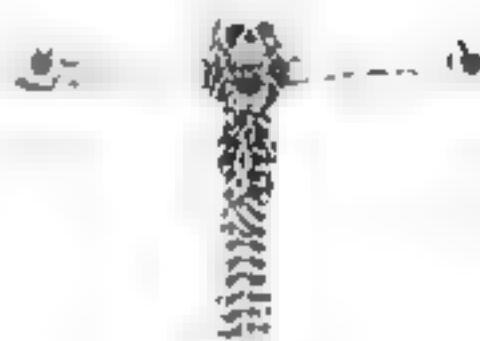
DIETER HELSNICHT ON MANTICORE



THE COMPLETED DIETER
HELSENICHT ON MANTICORE
CONSISTS OF:

- 1 x BANNER TOP
- 1 x DIETER HELSENICHT LEGS
- 1 x DIETER HELSENICHT BODY
- 1 x MANTICORE HEAD
- 1 x MANTICORE LEFT BODY
- 1 x MANTICORE RIGHT BODY
- 1 x BACK LEG
- 1 x FRONT PAW
- 1 x MANTICORE TAIL
- 1 x LEFT WING
- 1 x RIGHT WING

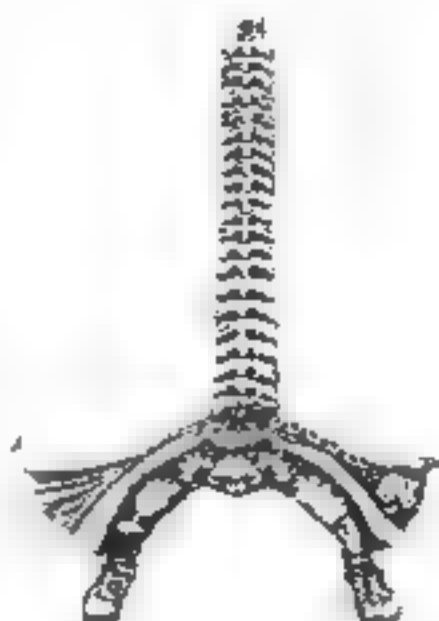
EXAMPLE OF COMPLETED DIETER HELSENICHT ON MANTICORE



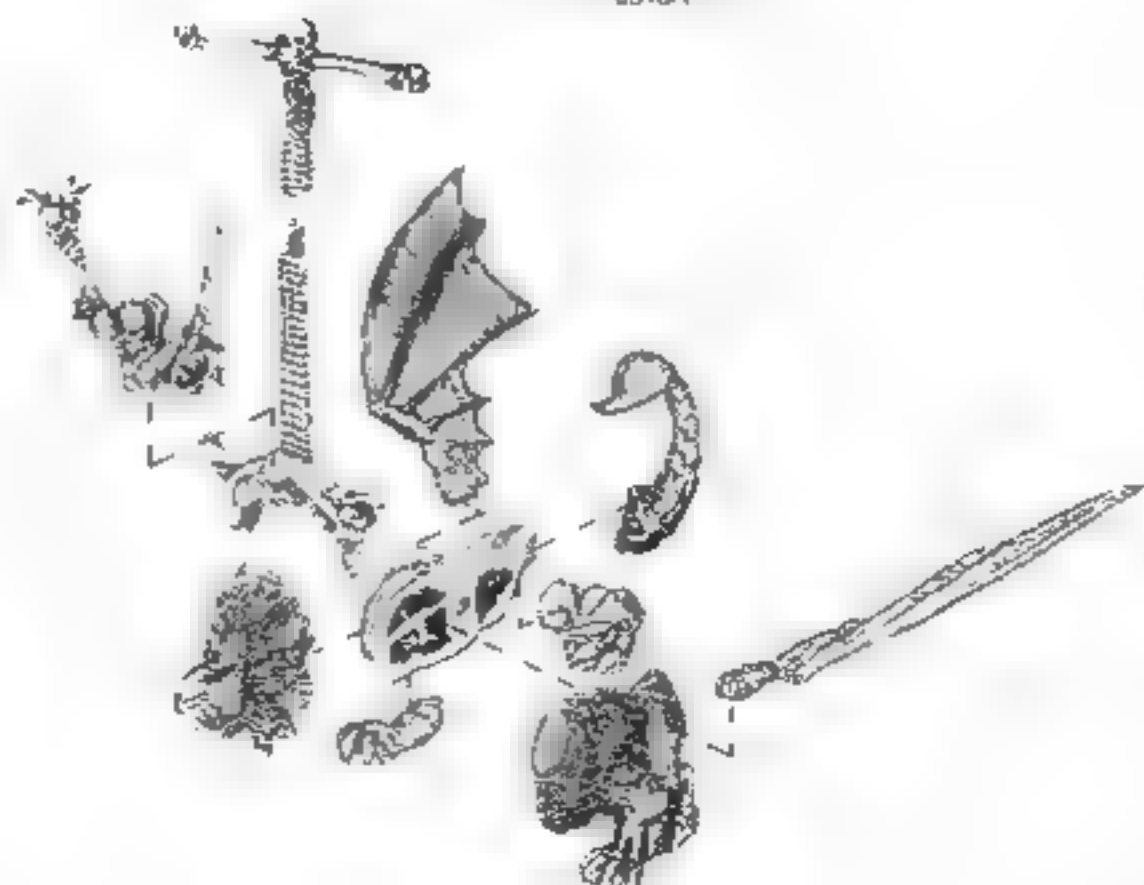
BANNER TOP
0518/3



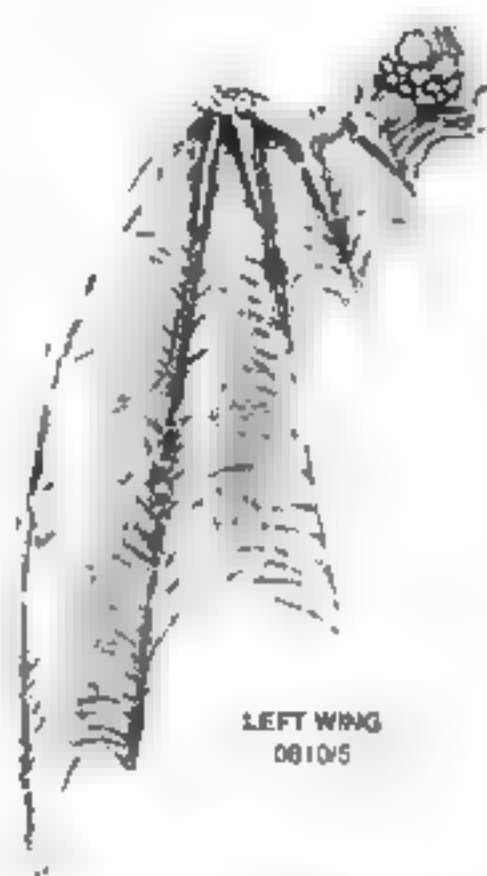
DIETER HELSENICHT BODY
0518/1



DIETER HELSENICHT LEGS
0518/2



UNDEAD



LEFT WING
0910/5



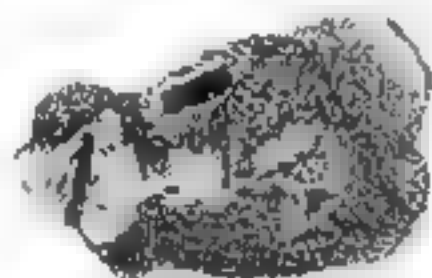
RIGHT WING
0910/6



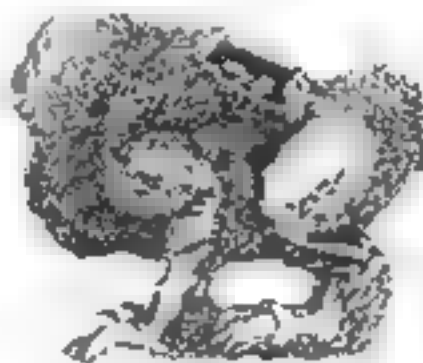
MANTICORE HEAD
0518/4



MANTICORE TAIL
0518/9



MANTICORE RIGHT BODY
0518/8



MANTICORE LEFT BODY
0518/3



MANTICORE BACK LEG
0518/7



MANTICORE FRONT PAW
0518/8

GHOULS



GHOUL 1
74522/1



GHOUL 2
74522/2



GHOUL 3
74522/3



GHOUL 4
74522/4



GHOUL 5
74522/5



GHOUL 6
74522/6



GHOUL 7
74522/7



GHOUL 8
74522/8

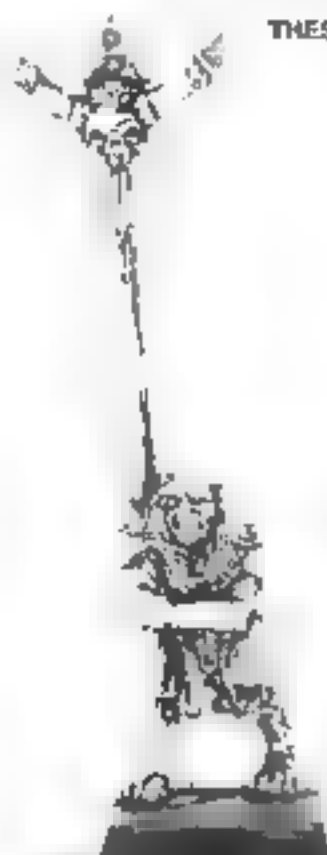


GHOUL 9
74522/9

UNDEAD

ZOMBIES

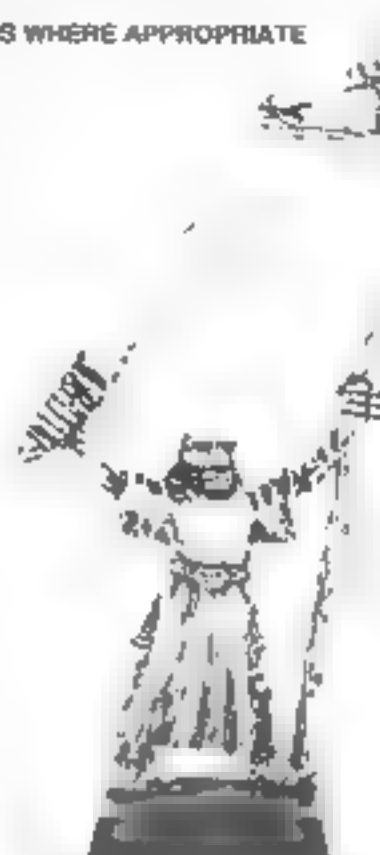
THESE FIGURES ARE SUPPLIED WITH PLASTIC SHIELDS WHERE APPROPRIATE



ZOMBIE STANDARD BEARER 1
74514/1



ZOMBIE MUSICIAN
74514/2



ZOMBIE STANDARD BEARER 2
74514/3



ZOMBIE 1
74515/5



ZOMBIE 2
74515/10



ZOMBIE 3
74515/9



ZOMBIE 4
74515/7



74515/11



ZOMBIE 6
74515/8



ZOMBIE 7
74515/10



ZOMBIE 8
74515/8



ZOMBIE 9
74515/12



ZOMBIE 10
74515/4



ZOMBIE 11
74515/2



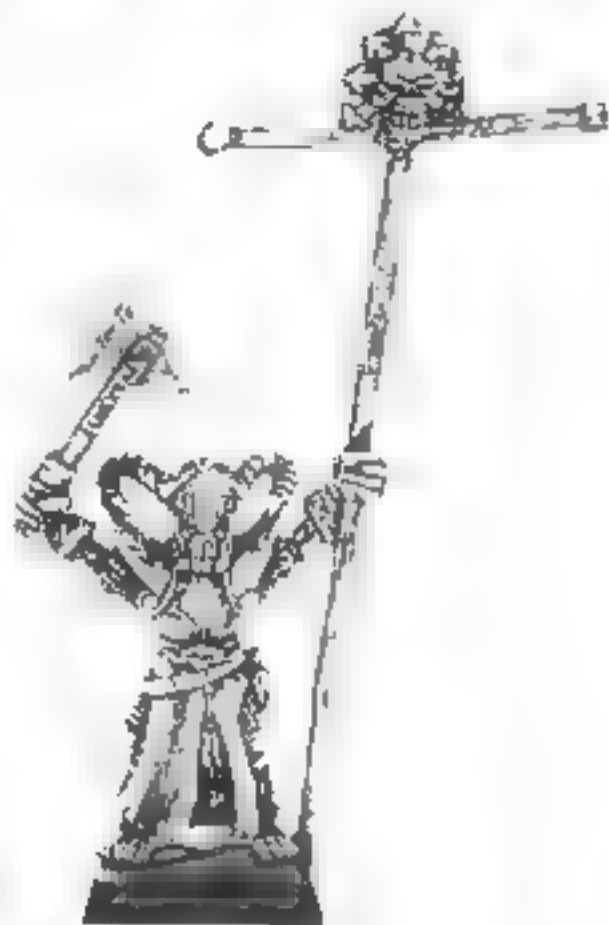
ZOMBIE 12
74515/3



ZOMBIE 13
74515/1

UNDEAD

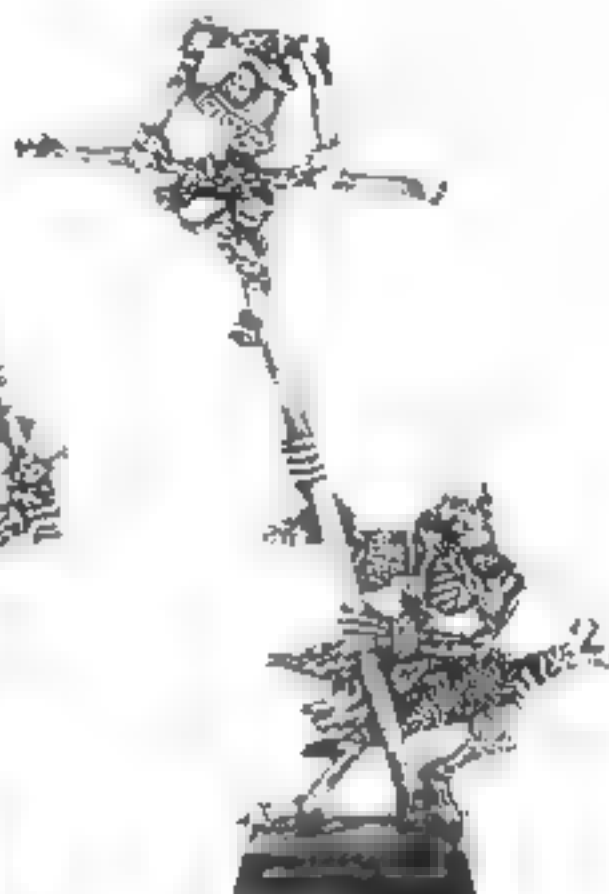
SKELETON COMMAND



**SKELETON STANDARD
BEARER 1**
74516/7



**SKELETON STANDARD
BEARER 2**
74516/6



**SKELETON STANDARD
BEARER 3**
74516/5



SKELETON DRUMMER 1
74516/2



SKELETON HORNBLOWER
74516/1



SKELETON DRUMMER 2
74516/3

CARRION



EXAMPLE OF COMPLETED CARRION



CARRION HEAD 1
88420/3



CARRION HEAD 2
88420/4



CARRION HEAD 3
88420/5



CARRION WINGS
88420/2



CARRION BODY
88420/1



CARRION RIDER 1
88420/7



CARRION RIDER 2
88420/6

**THE COMPLETED CARRION
CONSISTS OF**
1 x CARRION RIDER
1 x CARRION HEAD
1 x CARRION BODY
1 x CARRION WINGS

MUMMIES

Preserved beyond death by potent magic and reeking of the natron and sulphur of the embalmer's parlour, Mummies are amongst the most powerful of all Undead creatures. Although slow moving, Mummies are immensely powerful and almost impossible to destroy.



MUMMIES



AN UNDEAD HOST MARCHES TO WAR.

UNDEAD

MUMMIES



MUMMY 2
74510/4



MUMMY 1
74510/3



MUMMY 3
74510/2



MUMMY 4
74510/5



MUMMY 6
74510/7



MUMMY 8
74510/9



MUMMY 7
74510/8



MUMMY 5
74510/6

WRAITHS



WRAITH 8
74518/8



WRAITH 7
74518/7



WRAITH 5
74518/5



WRAITH 6
74518/6



WRAITH 4
74518/4



WRAITH 1
74518/1



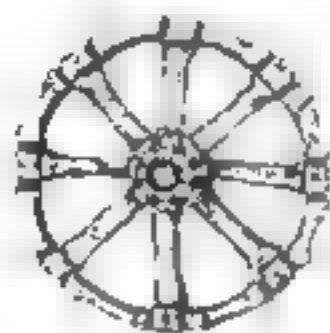
WRAITH 7
74518/2



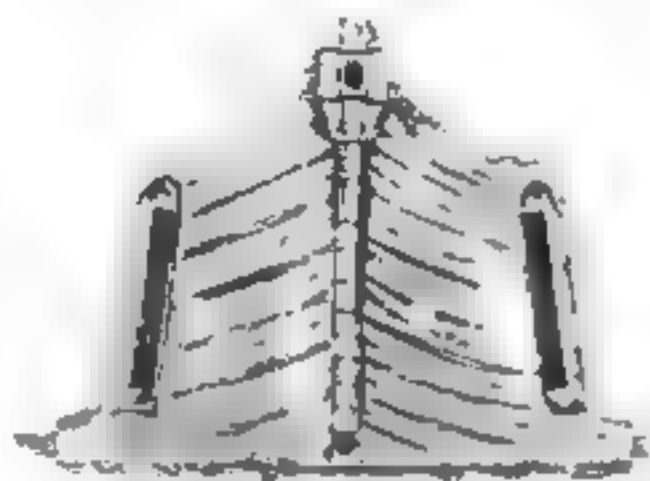
WRAITH 3
74518/3

UNDEAD

LICHE KING'S CHARIOT



WHEEL
0519/9



CHARIOT BASE
0519/2



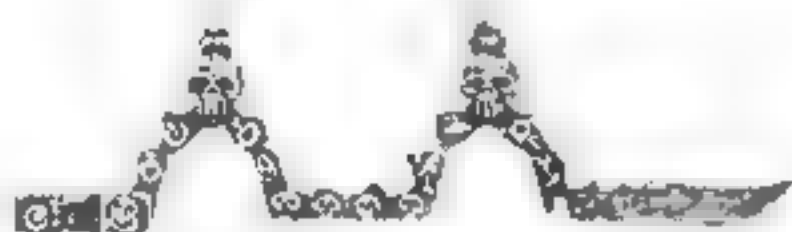
LECTERN
0510/7



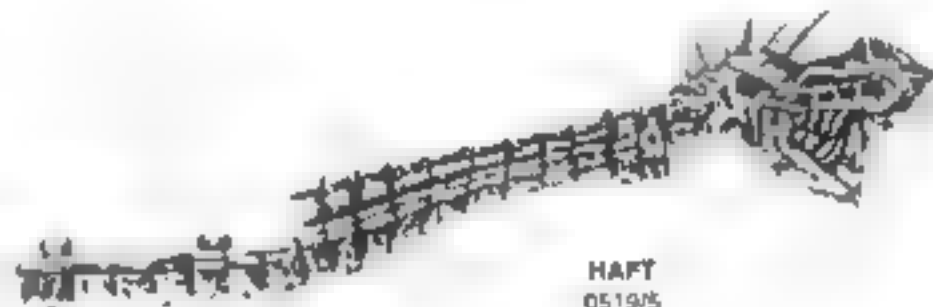
RIGHT WING
0519/3



LEFT WING
0519/4



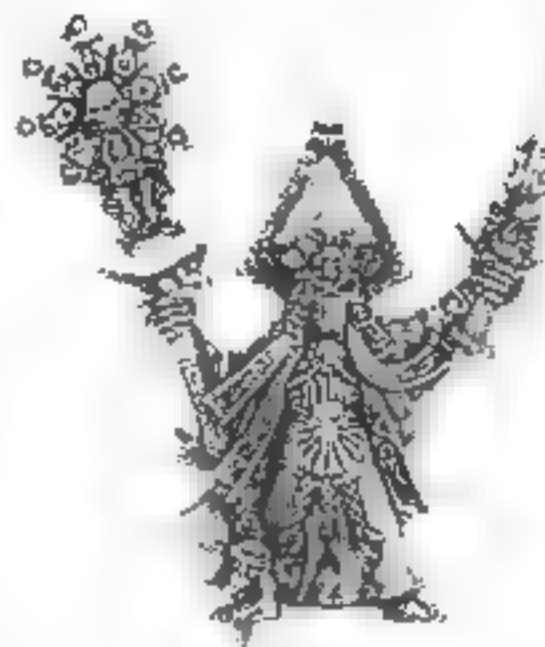
YOKE
0519/6



HAFT
0519/5



BANNER
0519/8



ARKHAN THE BLACK
0519/1



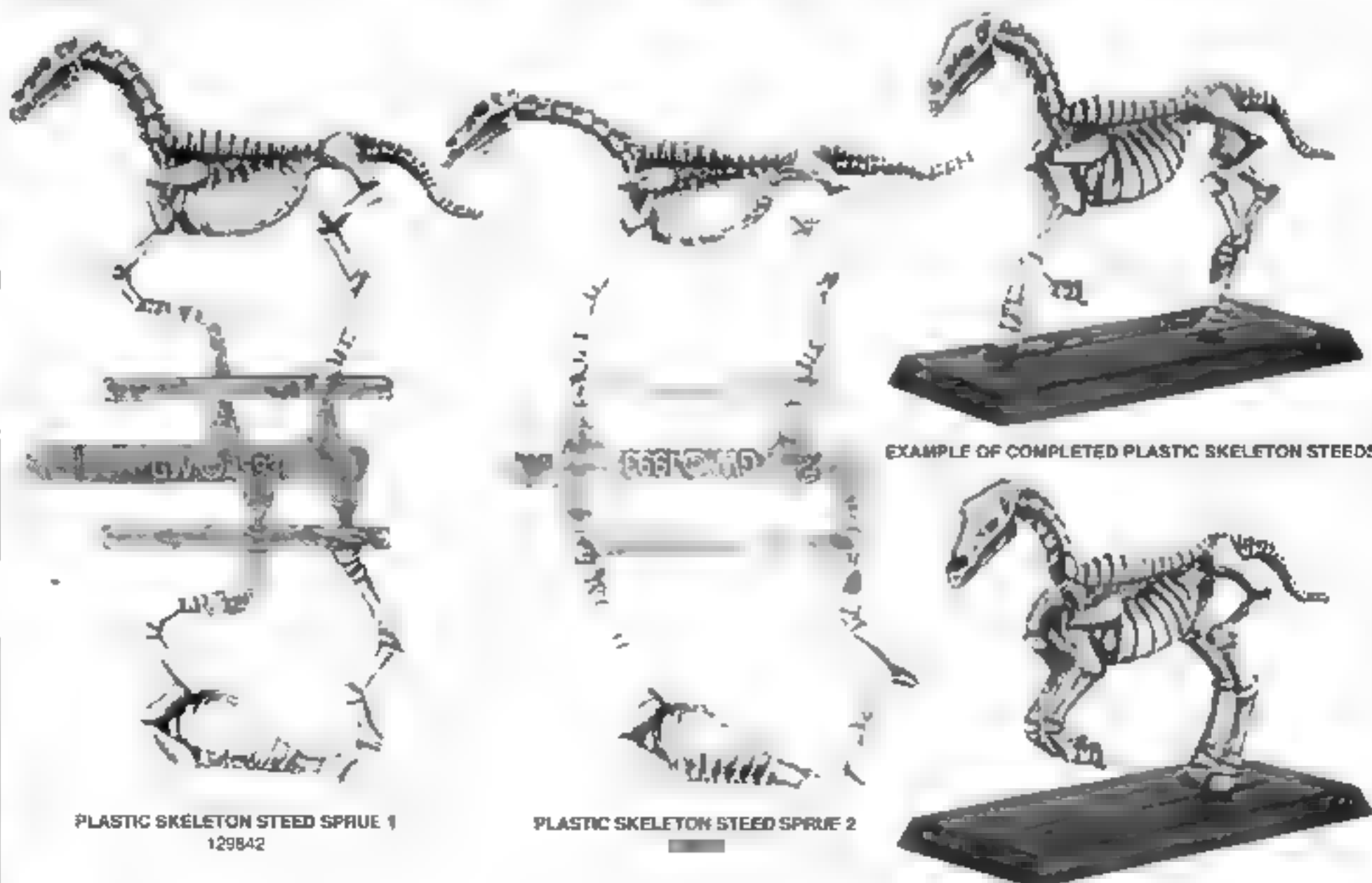
UNDEAD

LICHE KING'S CHARIOT



THE COMPLETED LICHE KING'S
CHARIOT CONSISTS OF:
1 x ARKHAN THE BLACK
1 x CHARIOT BASE
1 x LECTERN
1 x CHARIOT HAFT
1 x BANNER
1 x LEFT WING
1 x RIGHT WING
2 x YOKE
2 x WHEEL
4 x PLASTIC SKELETON STEEDS

EXAMPLE OF COMPLETED LICHE KING'S CHARIOT



PLASTIC SKELETON STEED SPRUE 1
129842

PLASTIC SKELETON STEED SPRUE 2

EXAMPLE OF COMPLETED PLASTIC SKELETON STEEDS

UNDEAD

WIGHTS

THESE FIGURES ARE SUPPLIED WITH PLASTIC SHIELDS WHERE APPROPRIATE



WIGHT 1
74517/4



WIGHT 2
74517/3



WIGHT 3
74517/2



WIGHT 4
74517/1



WIGHT 5
74517/7



WIGHT 6
74517/5



WIGHT 7
74517/6



WIGHT 8
74517/8

VAMPIRE LORD



VAMPIRE LORD BODY
74520/1

THE COMPLETED VAMPIRE
LORD CONSISTS OF
1 x VAMPIRE LORD BODY
1 x CLOAK



CLOAK
74520/2



EXAMPLE OF COMPLETED VAMPIRE LORD

NECROMANCER



NECROMANCER
74521/1

GHOST

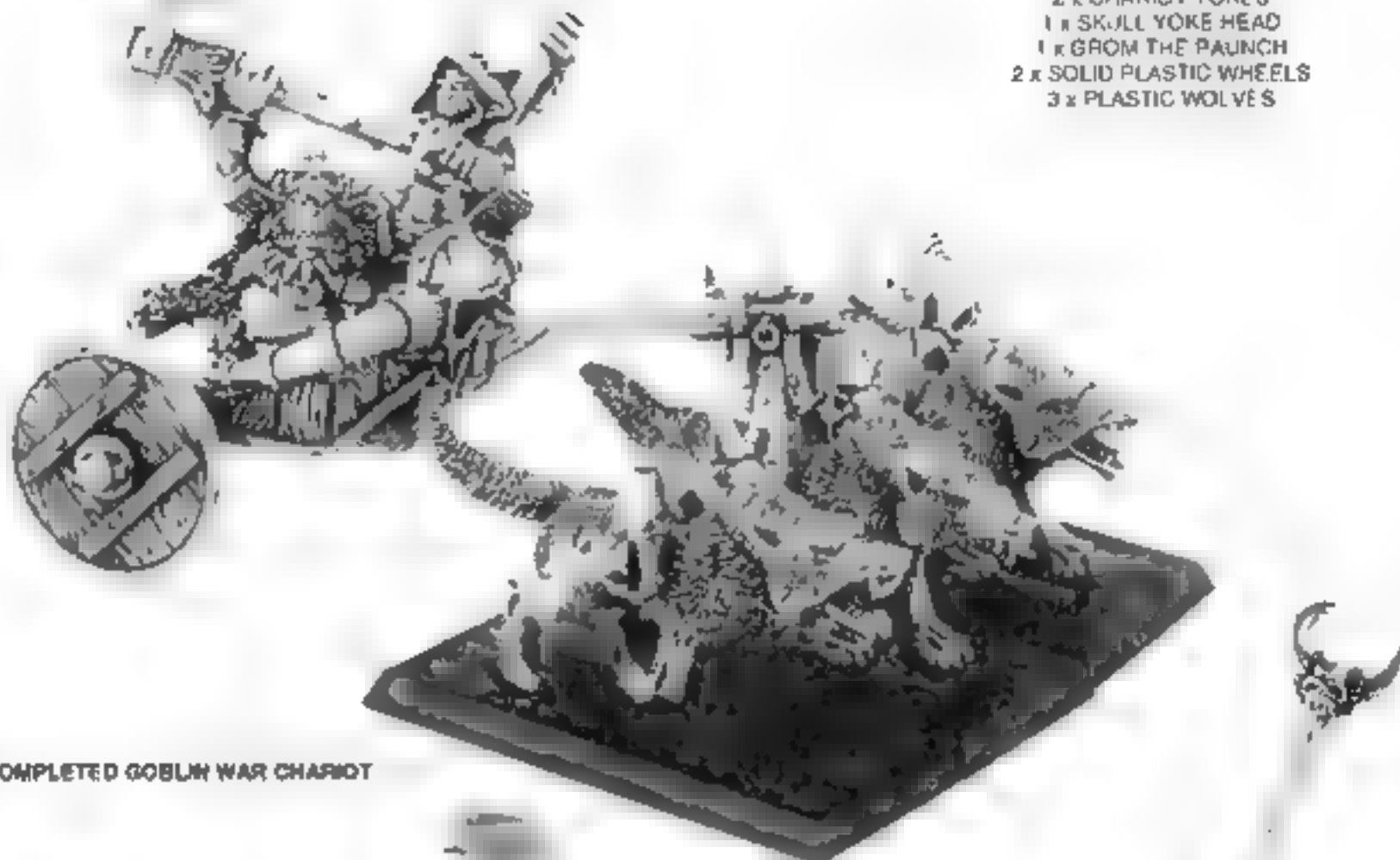


GHOST
GH1

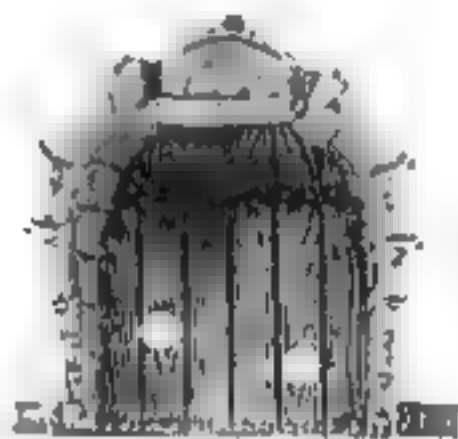
GOBLINS

CHIEFTAIN GROM'S GOBLIN WAR CHARIOT

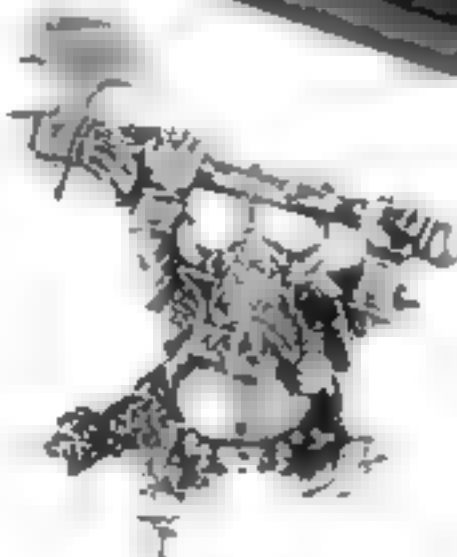
THE COMPLETE
CHIEFTAIN GROM'S WAR CHARIOT
CONSISTS OF
1 x NIBLET
1 x CHARIOT BASE
1 x CHARIOT HAFT
2 x CHARIOT YOKES
1 x SKULL YOKE HEAD
1 x GROM THE PAUNCH
2 x SOLID PLASTIC WHEELS
3 x PLASTIC WOLVES



EXAMPLE OF COMPLETED GOBLIN WAR CHARIOT



CHARIOT BASE
0844/6



GROM THE PAUNCH
0844/1



NIBLET
0844/2



CHARIOT YOKE
0844/4



SOLID PLASTIC WHEEL
100558



SKULL YOKE HEAD
0844/5



CHARIOT HAFT
0844/3



NIGHT GOBLINS

SKARSNIK AND GOBBLA



GOBBLA
75425/2



SKARSNIK
75425/1

SQUIG HOPPERS



NIGHT GOBLIN
SQUIG HOPPER 4
75440/4



NIGHT GOBLIN
SQUIG HOPPER 3
75440/3



NIGHT GOBLIN
SQUIG HOPPER 2
75440/2



NIGHT GOBLIN
SQUIG HOPPER 1
75440/1

CAVE SQUIGS AND HUNTERS



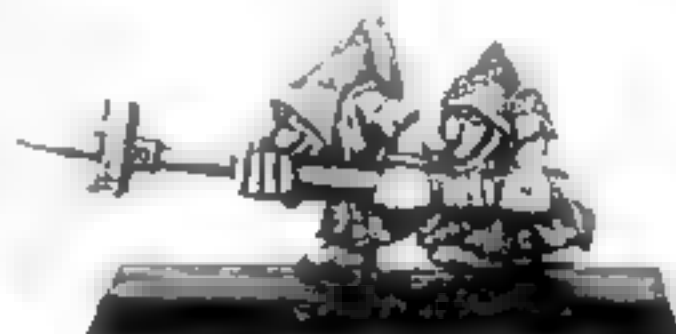
CAVE SQUIG 1
075469/2



CAVE SQUIG 2
075469/3



CAVE SQUIG 3
075469/4



NIGHT GOBLIN
SQUIG HUNTERS 1
075469/1



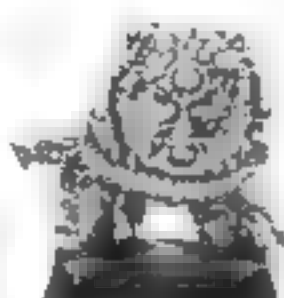
CAVE SQUIG 4
075469/5



CAVE SQUIG 5
075469/6



CAVE SQUIG 6
075469/7



CAVE SQUIG 7
075469/8



NIGHT GOBLIN
SQUIG HUNTERS 2
075469/5

NIGHT GOBLINS

FANATICS



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 1
075420/1



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 2
075420/2



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 3
075420/3



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 4
075420/4



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 5
075420/5



NIGHT GOBLIN
BALL AND CHAIN
FANATIC 6
075420/6

CLUBBERS



CLUBBER 1
075457/3



CLUBBER 2
075457/4

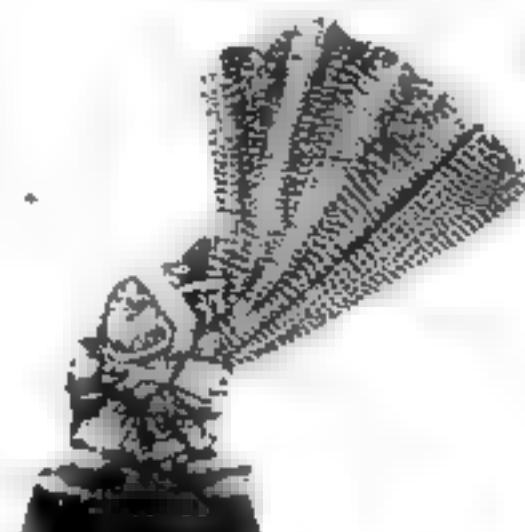


CLUBBER 3
075457/6

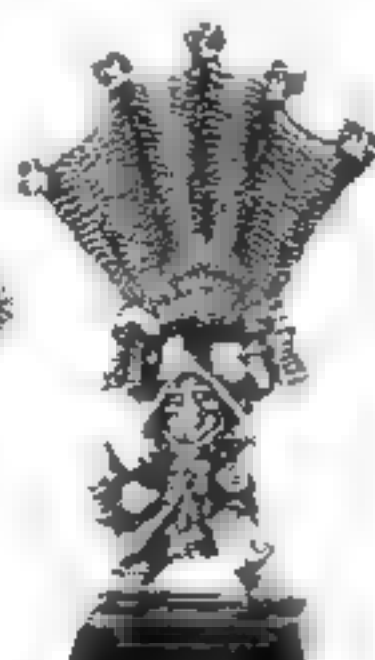


CLUBBER 4
075457/5

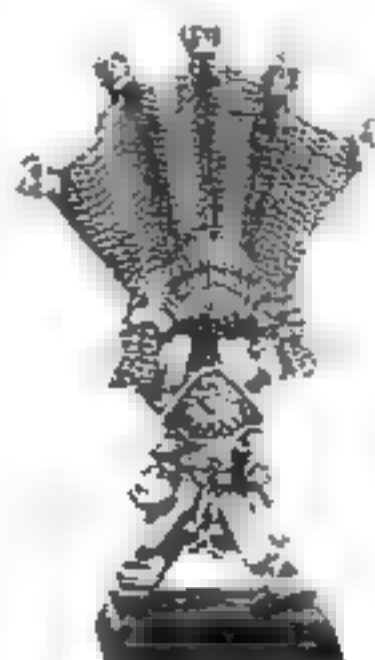
NETTERS



NETTER 1
074557/7



NETTER 2
074557/8



NETTER 3
074557/2



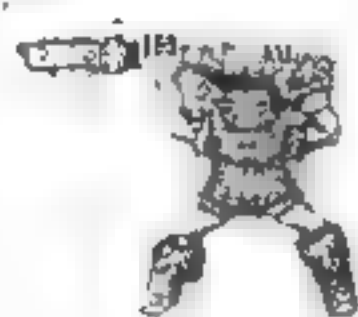
NETTER 4
074557/1

GOBLINS

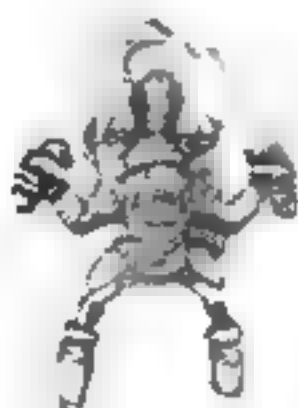


WOLF RIDERS

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS
AND A PLASTIC WOLF SPRUE AS STANDARD



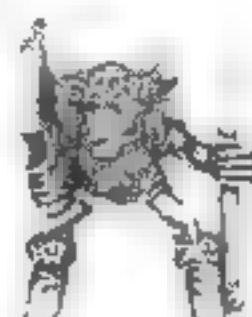
BOSS
88260/1



88260/2



HORN BLOWER
88260/3



BANNER BEARER
88260/4



WITH SPIKED CLUB AND SHIELD
88260/10



WITH SWORD AND SHIELD 1
88260/7



WITH AXE AND SHIELD
88260/9



WITH SWORD AND SHIELD 2
88260/8



ARCHER 1
88260/6



ARCHER 2
88260/11



ARCHER 3
88260/12



ARCHER WITH SWORD
88260/5



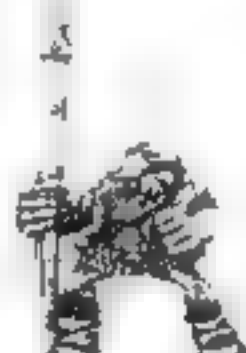
WITH SPEAR 1
0831/1



WITH SPEAR 2
0831/2



WITH SPEAR 3
0831/3



WITH SPEAR 4
0831/4



EXAMPLES OF COMPLETED GOBLIN WOLF BOYZ



OGRES

OGRES



WITH MACE
074930/3



WITH TWO HANDED MACE
074930/5



WITH AXE AND SPIKE
074930/4



WITH SPIKED CLUB
074930/6



EXAMPLE OF COMPLETED OGRE STANDARD BEARER



STANDARD
74930/2

THE COMPLETED OGRE
STANDARD BEARER
CONSISTS OF:
1 x STANDARD
1 x STANDARD BEARER



STANDARD BEARER
74930/1

ORCS

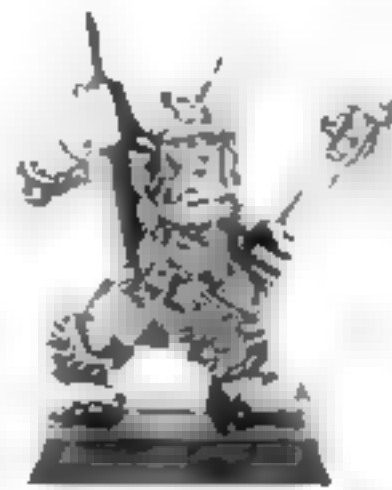
BLACK ORC COMMAND



BLACK ORC BOSS



BLACK ORC DRUMMER



BLACK ORC BANNER BEARER
75260/3



BLACK ORC BIG BOSS
75260/1



BANNER TOP
75260/4

THE COMPLETE BLACK ORC
BANNER BEARER CONSISTS OF:
1 x BLACK ORC BANNER BEARER
1 x BANNER TOP

BLACK ORCS



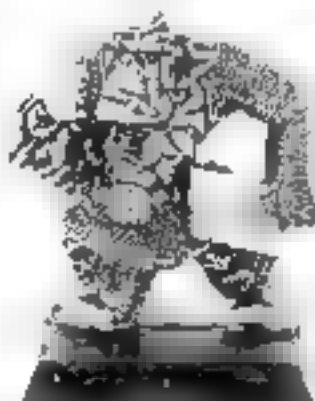
BLACK ORC WITH AXE 1
75255/4



BLACK ORC WITH AXE 2
75255/5



BLACK ORC WITH AXE 3
75255/6



BLACK ORC WITH
AXE AND CLEAVER 1
75255/3



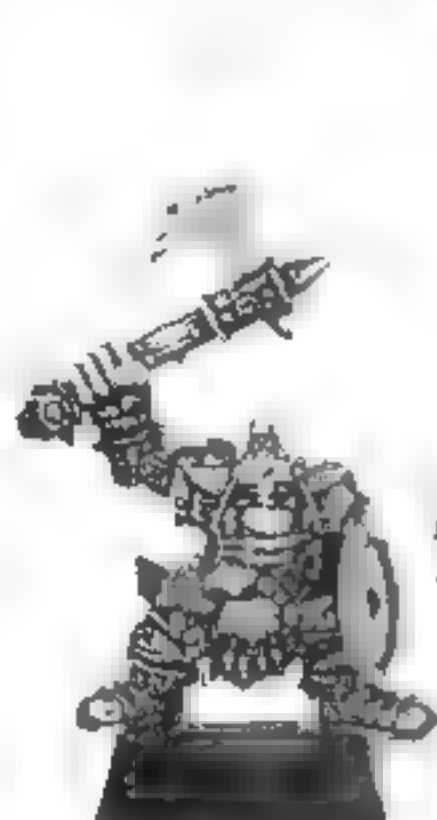
BLACK ORC WITH
AXE AND CLEAVER 2
75255/2



BLACK ORC WITH
AXE AND SWORD
75255/1

ORCS

ORC COMMAND GROUP



CHAMPION 1
075235/1

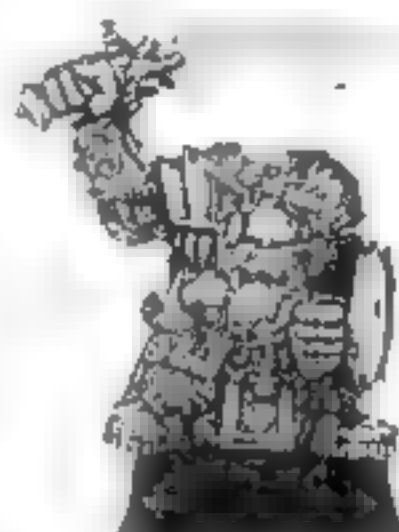


STANDARD BEARER 1
075235/3



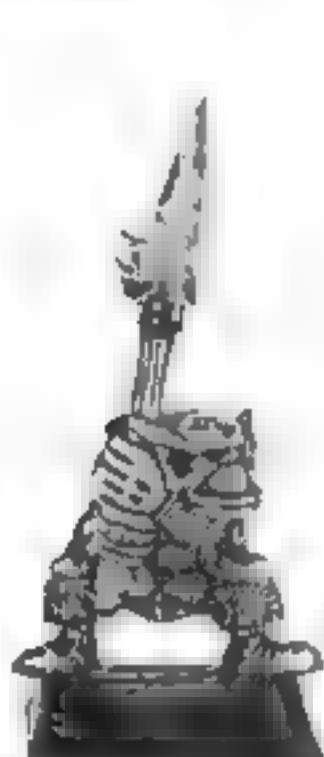
DRUMMER 1
075235/2

GORFANG ROTGUT



CHIEFTAIN
075240/1

ORC BIG'UNS



BIG'UN
WITH SPEAR 1
075230/1



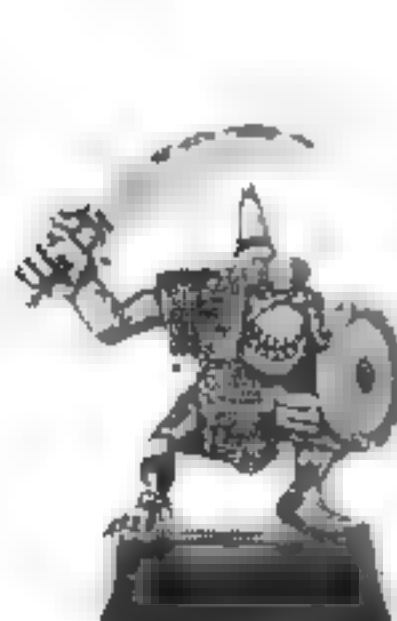
BIG'UN
WITH SPEAR 2
075230/2



BIG'UN
WITH SPEAR 3
075230/3



BIG'UN
WITH SWORD 1
075230/4



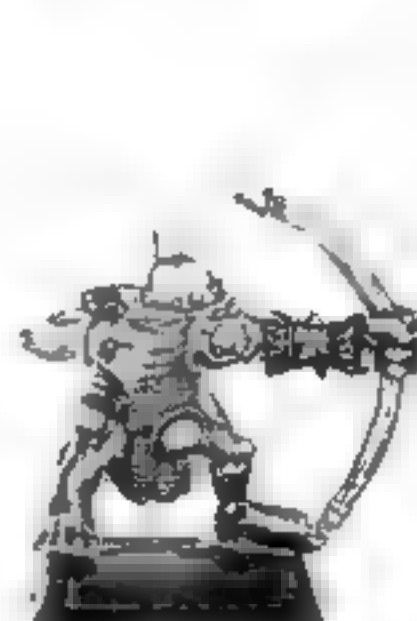
BIG'UN
WITH SWORD 2
075230/5



BIG'UN
WITH AXE
075230/6



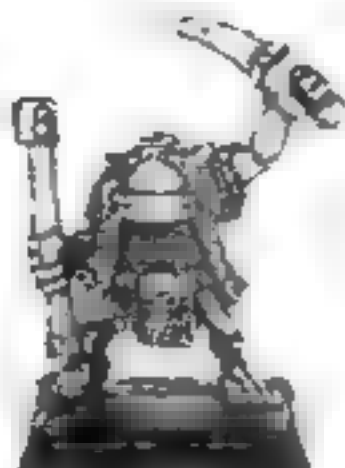
BIG'UN
WITH MACE
075230/7



BIG'UN
WITH BOW
075230/8

ORCS

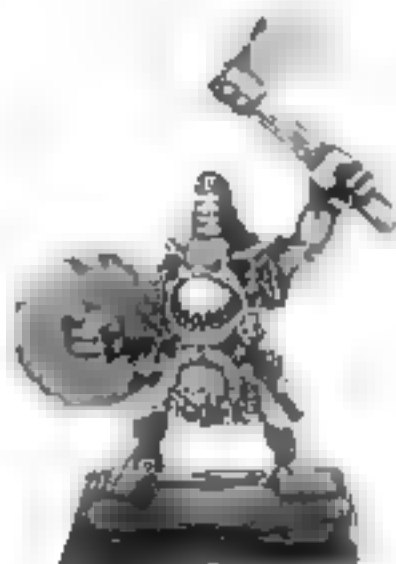
ORC BOYZ



ORC WITH
AXE AND DAGGER 1
075220/1



ORC
WITH SWORD 1
075220/2



ORC
WITH AXE 1
075220/3



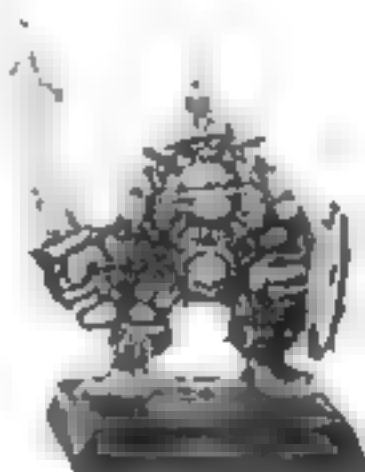
ORC
WITH SPIKY CLUB 1
075220/4



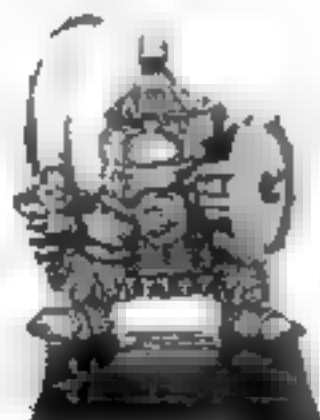
ORC
WITH SWORD 2
075220/5



ORC
WITH SWORD 3
075220/6



ORC
WITH SWORD 4
075220/7



ORC
WITH SWORD 5
075220/8



ORC
WITH SWORD 6
075220/9



ORC
WITH SWORD 7
075220/10

SAVAGE ORCS

COMMAND FIGURES



SAVAGE ORC
BIG BOSS 1
075250/2



SAVAGE ORC
BIG BOSS 2
075250/3



SAVAGE ORC
BANNER BEARER 2
075250/7



SAVAGE ORC
BANNER BEARER 1
075250/5



SAVAGE ORC
SHAMAN 1
075250/3



SAVAGE ORC
SHAMAN 2
075250/10



SAVAGE ORC
075250/1



SAVAGE ORC
BOSS 2
075250/8



SAVAGE ORC
DRUMMER
075250/6



SAVAGE ORC
HORN BLOWER
075250/4

SAVAGE ORCS

ARRER BOYZ



SAVAGE ORC
WITH BOW AND HAMMER
075210/1



SAVAGE ORC
WITH BOW 1
075210/2



SAVAGE ORC
WITH BOW 2
075210/3



SAVAGE ORC
WITH BOW 3
075210/4



SAVAGE ORC
WITH BOW 4
075210/5



SAVAGE ORC
WITH BOW 5
075210/6



SAVAGE ORC
WITH BOW 6
075210/7



SAVAGE ORC
WITH BOW 7
075210/8



SAVAGE ORC
WITH BOW 8
075210/9



SAVAGE ORC
WITH BOW 9
075210/10



SAVAGE ORC
WITH BOW 10
075210/11



SAVAGE ORC
WITH BOW 11
075210/12



SAVAGE ORC
WITH BOW 12
075210/13



SAVAGE ORC
WITH BOW AND KNIFE
075210/14



SAVAGE ORC
WITH BOW 13
075210/15



SAVAGE ORC
WITH BOW 14
075210/16

SAVAGE ORCS

COMMAND

THESE FIGURES ARE SUPPLIED WITH A PLASTIC BOAR SPRUE AND THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



HORNBLOWER
75206/4



BOSS
75206/1



STANDARD BEARER
75206/2



BANNER HEAD
75206/3

THE COMPLETED SAVAGE
ORC BANNER BEARER
CONSISTS OF
1 x BANNER BEARER
1 x BANNER HEAD
1 x PLASTIC BOAR SPRUE

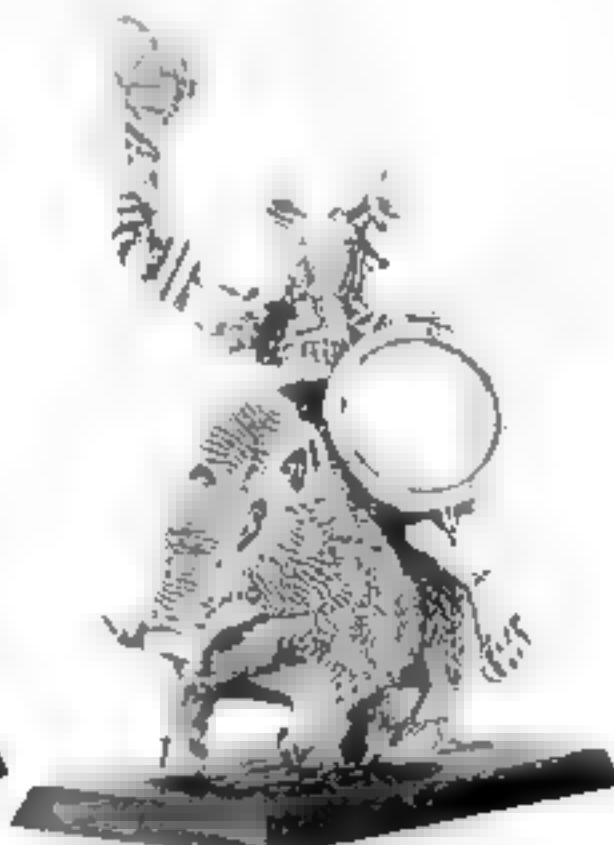
BOARBOYZ



BOARBOY 1
75205/2



BOARBOY 2
75205/1



EXAMPLES OF COMPLETED SAVAGE ORC BOARBOYZ

MIGHTY EMPIRES



**MIGHTY EMPIRES
GREAT CANNON**
075094/7



**MIGHTY EMPIRES
TEMPLE**
075094/1



**MIGHTY EMPIRES
BATTERING RAM**
075094/6



**MIGHTY EMPIRES
SIEGE TOWER**
075094/5



**MIGHTY EMPIRES
STONE THROWER**
075094/4



**MIGHTY EMPIRES
STONE CIRCLE**
075094/3



**MIGHTY EMPIRES
MINE**
075094/2



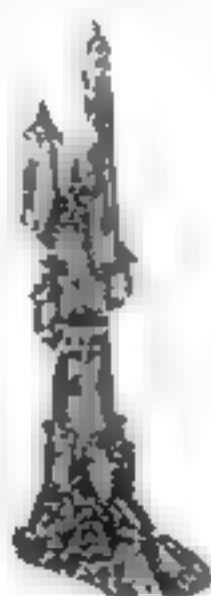
BRIDGE 1
075101/2



BRIDGE 2
075101/3



**SKELETON ARMY
BANNER**
075101/7



WIZARDS TOWER
075101/1



NECROPOLIS
075101/8

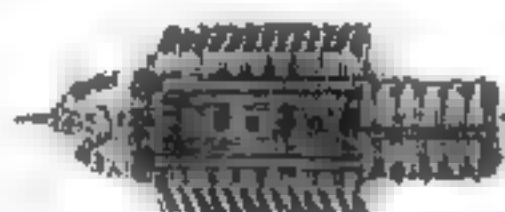


COMPLETE PIRATE SHIP

THE COMPLETE PIRATE
SHIP CONSISTS OF
1 x PIRATE SHIP SAIL
1 x PIRATE SHIP HULL



PIRATE SHIP SAIL
075101/5



PIRATE SHIP HULL
075101/4

© Copyright Games Workshop Ltd 1994. All rights reserved.



ARCAINE ARCHITECTURE



ARCAINE DOOR
079717/1



SINGLE DOOR
079717/2



WINDOW 2
079717/4



WINDOW 1
079717/3



WINDOW 3
079717/5



WINDOW 4
079717/6



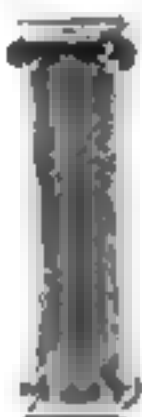
HEAD STONES 2
079717/20



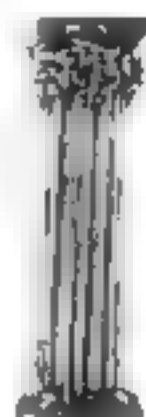
COLUMN 1
079717/7



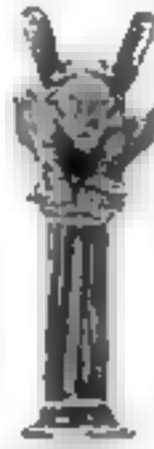
COLUMN 2
079717/8



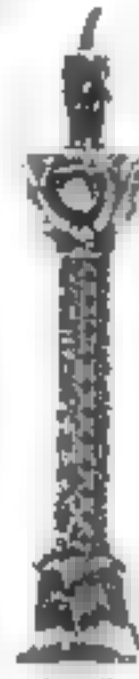
COLUMN 3
079717/9



COLUMN 4
079717/10



COLUMN
WITH GARGOYLE
079717/12



HUGE
CANDLESTICK
079717/11



HEAD STONES 1
079717/19



GRAVE STONES 1
079717/5



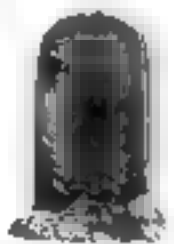
GRAVE STONE 4
079717/18



GRAVE 1
079717/21



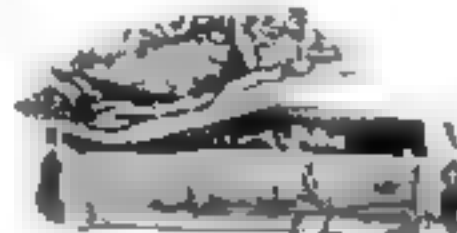
GRAVE 2
079717/22



GRAVE STONES 2
079717/16



GARGOYLE 1
079717/13



COMPLETE SARCOPHAGUS 1



COMPLETE SARCOPHAGUS 2



SARCOPHAGUS 1 LID
079717/24



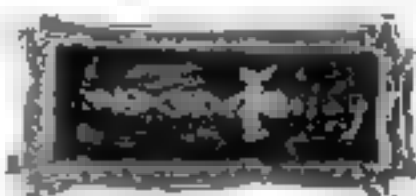
SARCOPHAGUS 2 LID
079717/26



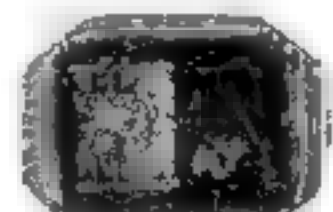
GRAVE STONES 3
079717/17



GARGOYLE 2
079717/14



SARCOPHAGUS 1
079717/23



SARCOPHAGUS 2
079717/25

COMPLETE ARMIES

The following pages contain a selection of Warhammer Fantasy Battle, Warhammer 40,000 and Space Marine armies. Each army may be ordered separately please contact Games Workshop Mail Order for details.

WARLORD QUEEK'S SKAVEN SWARM

2998 Point Army



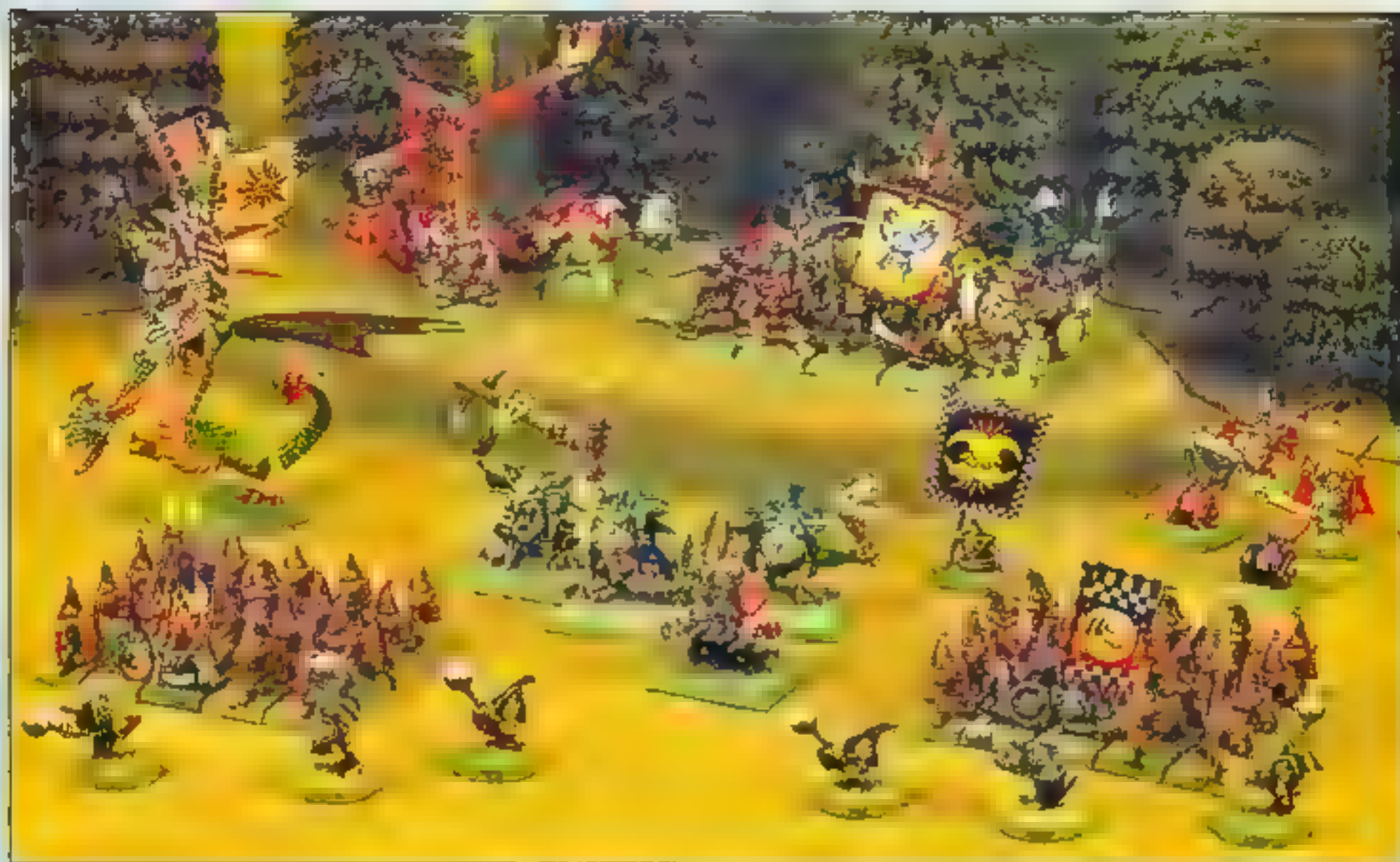
TECLIS'S HIGH ELF PATROL

3003 Point Army



GORBLUM'S ORC AND GOBLIN HORDE

2003 Point Army



LORD BZAARK'S CHAOS DWARF ARMY

2950 Point Army



CAPTAIN TYCHO'S BLOOD ANGELS

1522 Point Army



WARBOSS MAGROT'S ORK HORDE

1518 Point Army



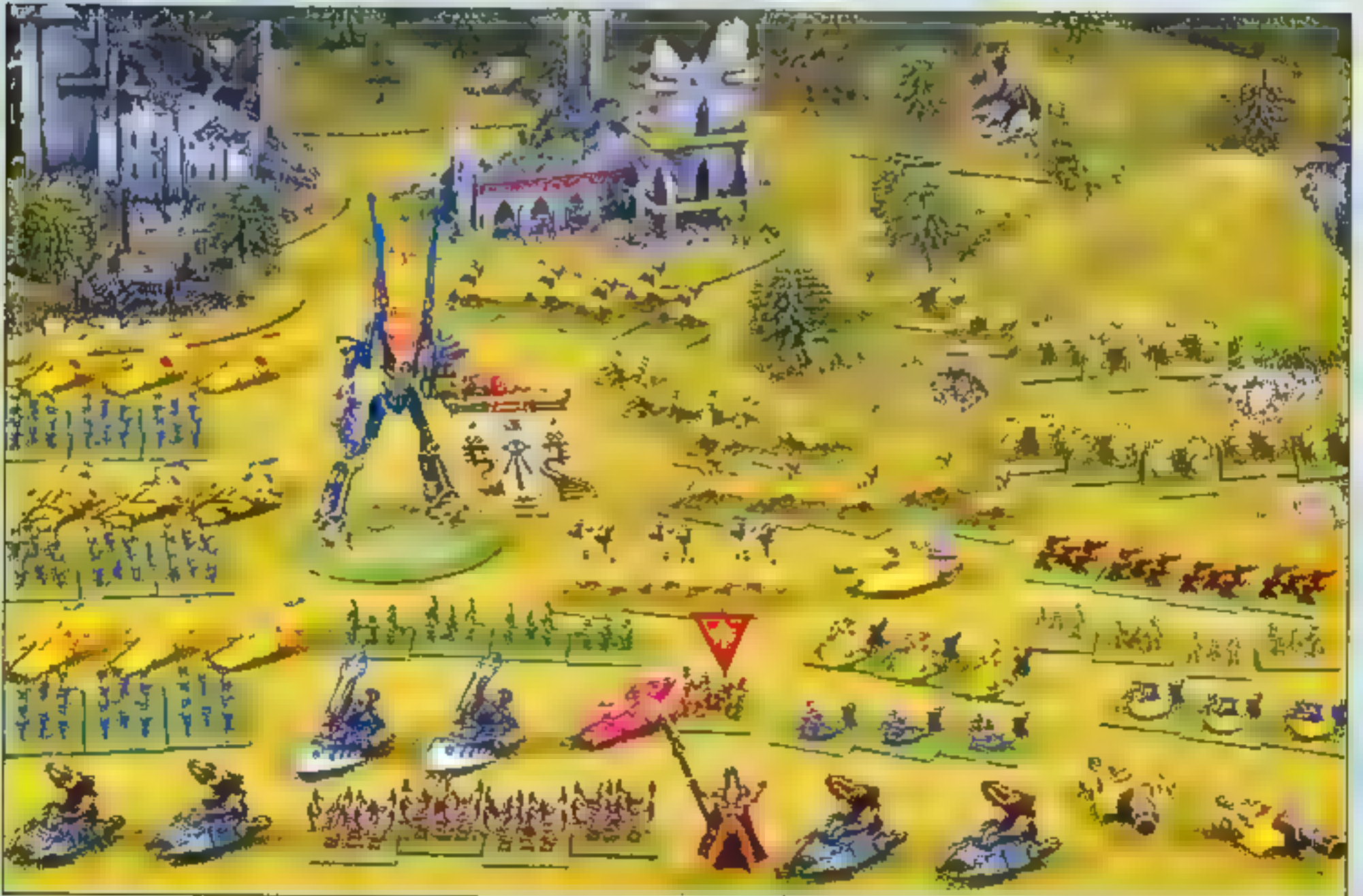
CHAOS RENEGADES

5000 Point Army



ELDAR WARHOST OF THE ALAITOC CRAFTWORLD

4000 Point Army



THE IMPERIAL GUARD OF BARBARIUS PRIME

4000 Point Army



SQUIGBREFF'S ORK HORDE

4000 Point Army



WARHAMMER

40,000



BATTLES IN THE WAR-TORN HORROR OF THE FAR FUTURE

The new boxed Warhammer 40,000 game contains 80 new plastic Citadel Miniatures (20 Space Marines, 20 Space Orks and 40 Gretchin with Autoguns), a comprehensive Rulebook, a Wargear Equipment Book, the Codex Imperialis background book, a Scenario booklet, plus full-colour burst templates, counters, fast playsheet and 20 card scenic buildings. Also included in the box are Wargear, Mission, Vehicle and Dreadnought cards, Squad data and Weapons reference cards, a full-colour guide to painting the models, ten ordinary dice and four special dice for moderating heavy weapons and artillery fire.



Warhammer Games Workshop and the Games Workshop logo are registered trademarks of Games Workshop Ltd.
© Copyright Games Workshop Ltd 1993. All rights reserved.

GAMES
WORKSHOP

WARHAMMER 40,000

DARK MILLENNIUM



WARHAMMER
40,000

DEVASTATING WAR MACHINES, WARGEAR AND PSYKERS

GAMES
WORKSHOP

WARHAMMER

40,000

Dark Millennium brings the full range of deadly fighting machines, devastating psykers and exotic wargear to the Warhammer 40,000 game.

The box contains over twenty full colour vehicle datasheets including everything from bikes to battle tanks and dreadnoughts. Special rules and psychic disciplines are detailed for each of the major races. Dark Millennium also contains dozens more templates and Wargear cards for you to equip your specialist troops with and two sets of two new Mission cards - Witch Hunt and Guerrilla War, and a deck of eighteen strategy cards to help you to defeat your enemies and emerge the victor!



THIS IS NOT A COMPLETE GAME. YOU WILL NEED A COPY OF WARHAMMER 40,000 TO USE THE CONTENTS OF THIS BOX.

The Games Workshop logo and the Warhammer 40,000 logo are registered trademarks of Games Workshop Ltd.

Chaos, Dark Millennium and Games Workshop are trademarks of Games Workshop Ltd.

© Games Workshop Ltd, 1994. All rights reserved.

GAMES
WORKSHOP

WARHAMMER



CODEX SPACE WOLVES



THE SPACE WOLVES

In ages past the mighty Primarch Leman Russ led the Space Wolves Chapter of Space Marines. Never was there a warrior as fierce as Leman Russ, and never were there Space Marine Warriors as headstrong and battle-keen as the Space Wolves. This invaluable companion to the Warhammer 40,000 game describes the armies of the Space Wolves Chapter in complete detail.

THE MIGHT OF THE SPACE WOLVES

The creation of the Space Wolves in the days of the Primarch Leman Russ is described together with their forbidding homeworld, the icy planet of Fenris.

ORGANISATION AND SPECIAL RULES

Organisational details and special rules are provided for the Space Wolves, including details of the Long Fangs, Gray Hunters, and Blood Claws.

ARMY LIST

A complete army list for the Space Wolves Chapter is given, including special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmane, and Logan Grimnar.



CODEX SPACE WOLVES IS NOT A COMPLETE GAME. YOU NEED A COPY OF WARHAMMER 40,000 TO USE THE CONTENTS OF THIS BOOK.

The Citadel logo, the Games Workshop logo and the Warhammer 40,000 logo are registered trademarks of Games Workshop Ltd.

Citadel, Games Workshop and Space Wolves are trademarks of Games Workshop Ltd. © Games Workshop Ltd, 1994. All rights reserved.

GAMES WORKSHOP

WARHAMMER



CODEX ELDAR



THE ELDAR

This essential companion to the Warhammer 40,000 game describes the history and armies of the Eldar in complete detail.

THE ANCIENT CIVILISATION OF THE ELDAR

The rise and fall of the Eldar race is described in full, together with the advanced technologies of psychic engineering, the limitless energies of the Infinity Circuit and the mysteries of the Eldar Paths.

SPECIAL RULES

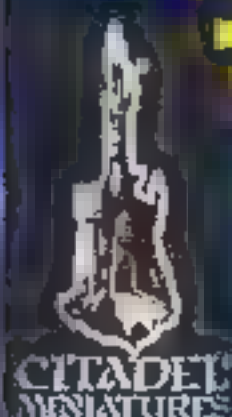
Full game rules are provided for all the Eldar weapons, vehicles and wargear, including: Wraith Cannon, the Walling Doom, the Laser Lance, Vibro-cannon, Vyper Jetbikes, the Sword of Asur and much more.

ARMY LIST

The book features a detailed army list for the Eldar army covering the diverse Aspect Warriors, the Harlequins, Pirates, Exodite Dragon Knights, Wraith-Guard plus many more war machines and warriors.

HEAVY METAL

This volume also contains many full-colour uniform guides and Eldar miniatures painted by the Games Workshop 'Heavy Metal' team.



**CODEX ELDAR IS NOT A COMPLETE GAME. YOU NEED A COPY OF
WARHAMMER 40,000 TO USE THE CONTENTS OF THIS BOOK.**

The Games Workshop logo, Eldar and the Warhammer 40,000 logo
are registered trademarks of Games Workshop Ltd.

Citadel and Games Workshop are a trademark of Games Workshop Ltd.
© Games Workshop Ltd, 1994. All rights reserved.



EAVY METAL

PAINTING GUIDES

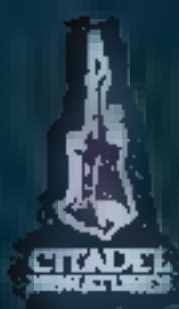
Essential reading for miniature painters and modellers. Mike McVey's 'Eavy Metal Painting Guides contain all you need to know, whether you're new to painting or an expert perfecting your technique.

The first of the 'Eavy Metal series, the 'Eavy Metal Painting Guide is the definitive volume on painting Citadel Miniatures. It covers everything from setting up your work area and applying basic procedures, through to advanced painting and special techniques, including glazing and blending.



The Warhammer 40,000 Painting Guide is the second volume in the series, and the most comprehensive guide published about painting Warhammer 40,000 miniatures. It includes painting techniques and colour schemes for all of the different races and character models of the 41st millennium.

For your copies, call into your local Games Workshop store, or phone our Mail Order Department on (0773) 713213.



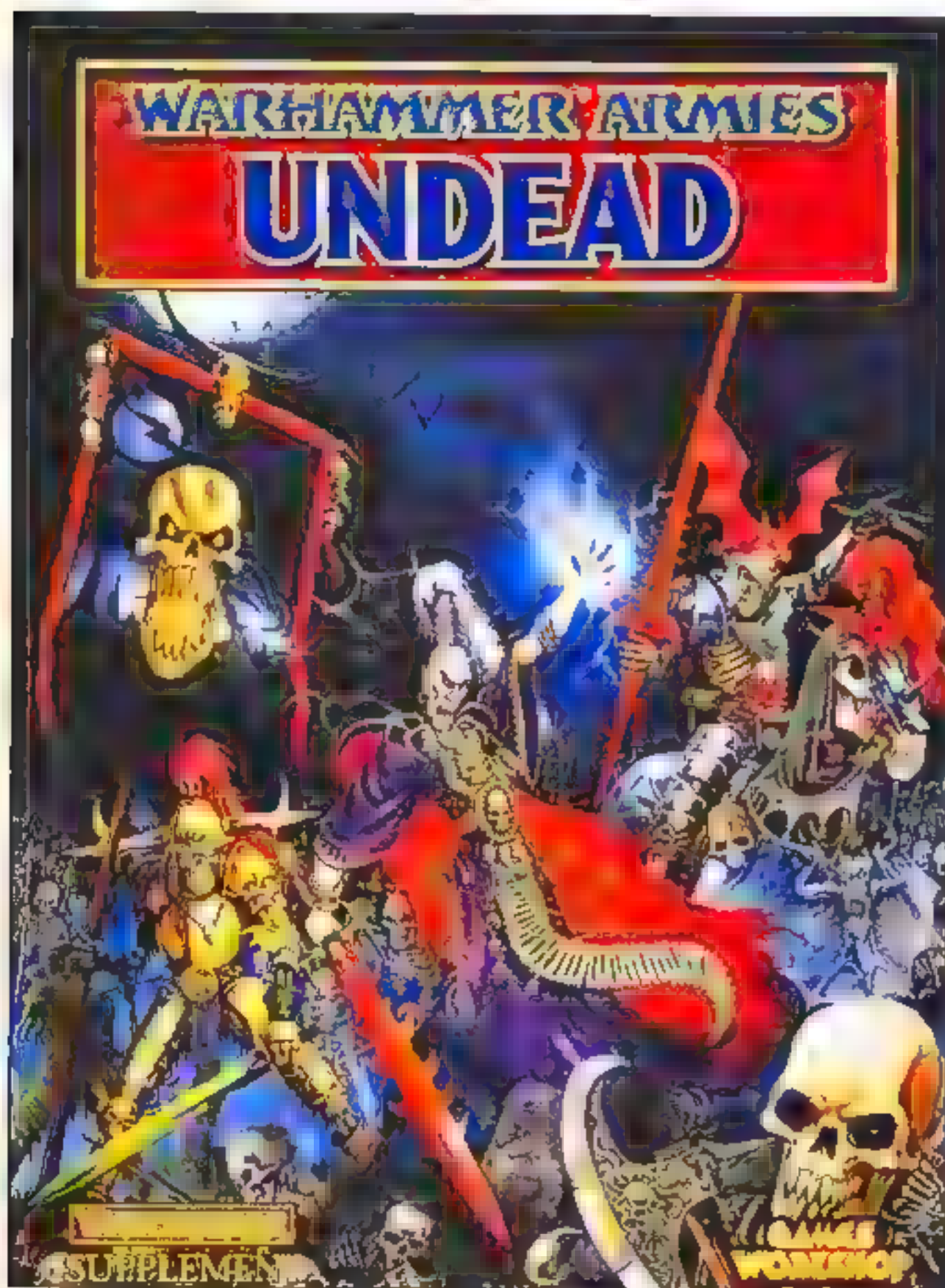
The Citadel castle, the Games Workshop logo, the 'Eavy Metal logo and the Warhammer 40,000 logo are registered trademarks of Games Workshop Ltd.

Citadel and Games Workshop are trademarks of Games Workshop Ltd.

© Games Workshop Ltd, 1994. All rights reserved.

**GAMES
WORKSHOP**

WARHAMMER



THE UNDEAD

In the Warhammer World the dead do not rest easy. Vampires lurk in haunted castles in the sinister forests of Sylvania. Necromancers seek to escape their mortality by searching for forbidden knowledge within the pages of accursed books. In lost cities buried beneath the desert sands of the Land of the Dead, the Tomb Kings rule over legions of corpses, their servants in death as they were in life. And behind all of this towers the ancient shadowy figure of Lord Nagash – the Great Necromancer, once human but now powerful enough to rival the Gods themselves.

This essential supplement for the Warhammer game describes the armies of the Undead in complete detail. The book contains a full history of the Undead together with an army list that includes rules for all the Undead creatures, characters, warriors and war

machines. There are also a set of 10 new Necromantic Magic spell cards as well as over a dozen new Magic Item cards and an exciting Undead scenario – Revenge of the Doomlord.

Warhammer Armies books for the Empire, Dwarfs, Orcs and Goblins, High Elves and Skaven are also available along with the Warhammer Battle Magic supplement.

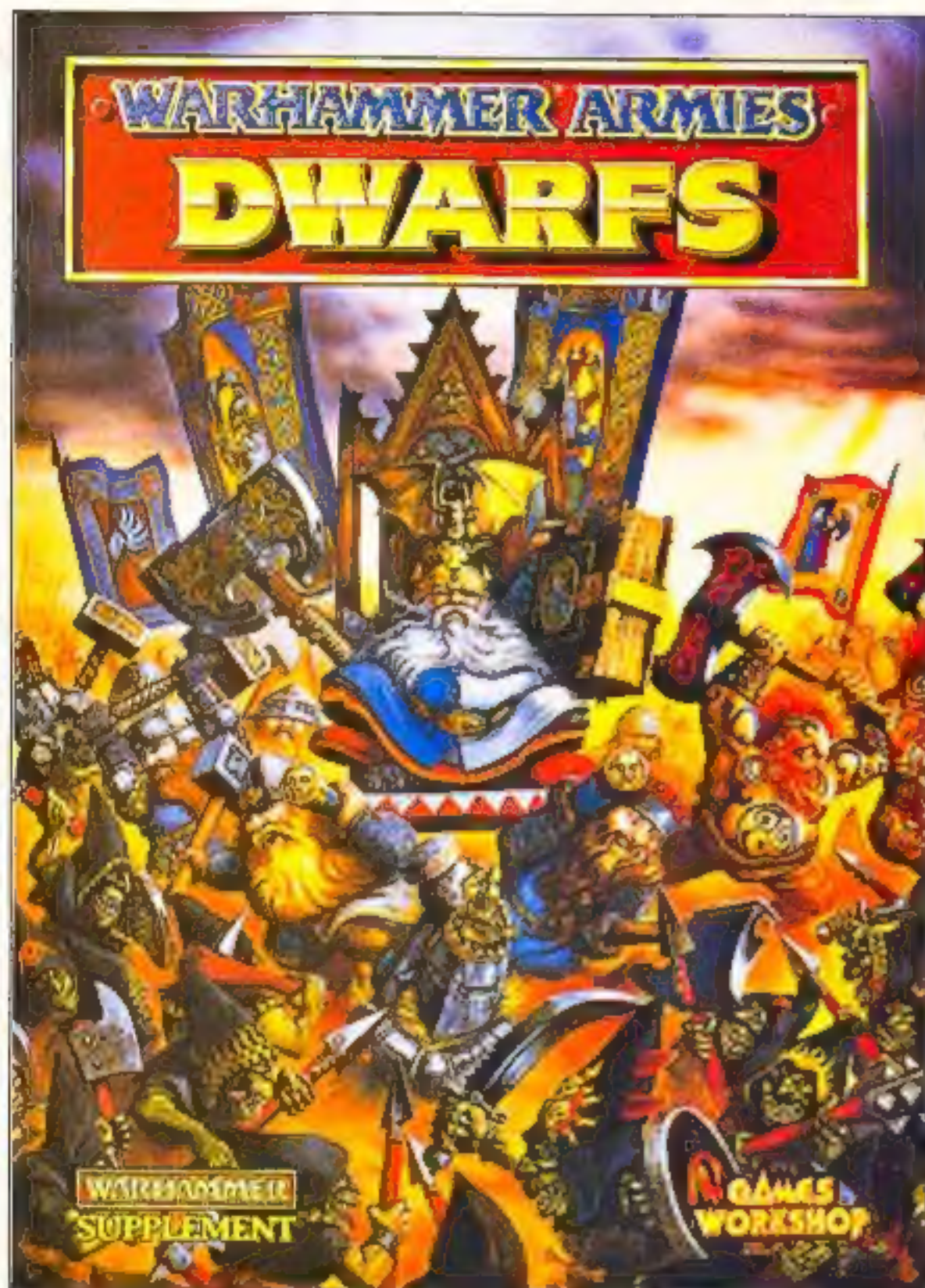


WARHAMMER ARMIES – UNDEAD IS NOT A COMPLETE GAME. YOU NEED A COPY OF WARHAMMER TO USE THE CONTENTS OF THIS BOOK.

The Games Workshop logo and the Warhammer logo are registered trademarks of Games Workshop Ltd
Citadel and Games Workshop are a trademark of Games Workshop Ltd
© Games Workshop Ltd, 1994. All rights reserved



WARHAMMER



Each fully illustrated volume in the Warhammer Armies series is packed with background, history, special rules and a complete army list. With detailed, full-colour painting guides, these books form the essential reference collection for all Warhammer gamers.

WARHAMMER ARMIES DWARFS

Renowned as battle-hardened warriors, Dwarfs have endured centuries of war and conquest to establish their mighty Empire among the Worlds Edge Mountains. This supplement describes the Dwarfs' Empire and history, from the great days of the Ancestor Gods to the sorry times of the present. It includes details of the Dwarfs' language, their music, writing, and magic runes.

The Dwarf army list includes details about Runesmiths, Hammerers, Iron Breakers, Long

Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, and more warriors and war machines. A full list is provided for Dwarf heroes past and present, including Ungrim Ironfist the Slayer King of Karak Kadrin, Thorgrim Grudgebearer the High King of Karaz-a-Karak, the renowned Slayer Gotrek Gurnisson and Joseph Bugman Dwarf Master Brewer.

Special rules include details of the game rules for all Dwarf war machines and warriors including the Flame Cannon, Organ Gun, Slayers, and Runesmiths. A complete new magic rune system is described allowing Dwarfs to build their own powerful magic weapons, armour, standards, war machines and talismans.

In addition Lord Duregar leads a Dwarf army into a ferocious battle against Orcs and Night Goblins at the very gates to the ancient stronghold of Karak Eight Peaks — a new Warhammer scenario.

WARHAMMER



THE SKAVEN

The vile and malevolent Skaven gnaw through the roots of the Old World like a malignant cancer. From their sprawling capital of ancient evil, Skavenblight, their Under-Empire spreads ever outward as seething hordes of vicious rat-men lie waiting to bring the final apocalypse down upon the unsuspecting realms of men.

Hidden from the eyes of men black-clad assassins slink through the sewers, rabid Plague Monks brew magical pestilences, insane Warlock Engineers build their devastating weapons of mass destruction and foul Packmasters mutate warped and deadly war-beasts to unleash upon their foes.

Through the ancient and evil Lords of Decay the Horned Rat himself, dark god of the Skaven race, cynically guides his children to their ultimate destiny of complete mastery of the entire world!

This indispensable supplement for the Warhammer game of fantasy battles describes the Skaven race and their unspeakable horror in complete and exhaustive detail.

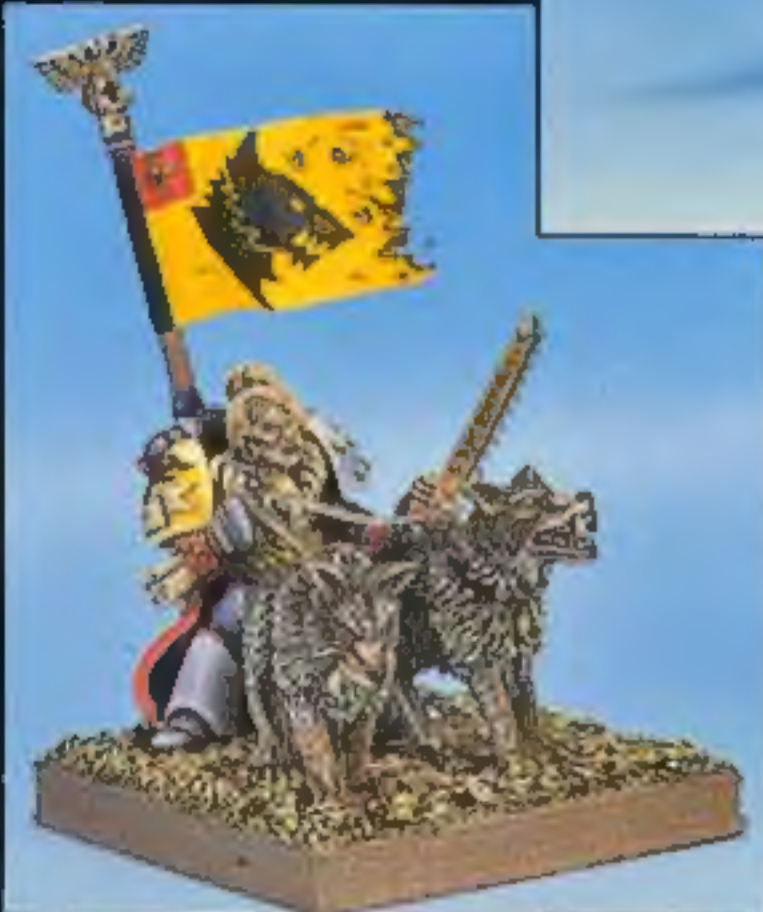
The Empire, Dwarfs, High Elves, and Orc & Goblin armies books are also available along with the Warhammer Battle Magic supplement.

WARHAMMER ARMIES SKAVEN IS NOT A COMPLETE GAME.
YOU NEED A COPY OF WARHAMMER TO USE THE
CONTENTS OF THIS BOOK

**GAMES
WORKSHOP**



**CITADEL[®]
MINIATURES**



ISBN 1-872372-72-4



5 011921 007264 >

Games Workshop Inc.,
431-C Benson Avenue,
Baltimore, Maryland,
21227-1072
USA.

A **GAMES[®]**
WORKSHOP
PRODUCT

Games Workshop Ltd.,
Chewton Street,
Hilltop, Eastwood,
Nottingham, NG16 3HY
England.



PRODUCT
CODE:
0726

TM - Denotes trademark of Games Workshop Ltd.
® - Denotes registered trademark of Games Workshop Ltd.
© exclusive copyright in the contents of this package is the property of Games Workshop Ltd © 1994.
All rights reserved.